# Marios Ilias Ntetzonai

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## WORK EXPERIENCE

### Games Curator

*Athens Digital Arts Festival* [ 01/01/2025 – Current ]

**City:** Athens   |   **Country:** Greece

Game Curation & Selection – Evaluating and selecting games for exhibition.
Exhibition Design & Spatial Planning – Strategically placing exhibits within the festival space.
On-Site Coordination – Managing exhibit setup, placement, and troubleshooting.

### Game Designer / Developer

*Gray Owl Games - Self Employed* [ 01/09/2021 – Current ]

**City:** Athens   |   **Country:** Greece

A personal business through which I'm working on game development projects as a freelancer. I provide game design, implementation and quality assurance services.
Part of my work is to understand and clearly define the client's vision for the game, provide possible solutions and implement them within a specific time frame, while also communicating and organizing an entire team's workflow.

### Senior Game QA Tester

*TransPerfect Gaming* [ 01/09/2022 – Current ]

**City:** Athens   |   **Country:** Greece

Testing and planning as an embedded team member on:
- Match 3 game on a AAA mobile games studio
- MMO Survival & Exploration game for PC

Team coordination on LQA projects
- Test planning
- Bug vetting, transferring and tracking
- Team assistance

Ad-hoc testing.

### Game FQA Tester

*TransPerfect Gaming* [ 31/12/2020 – 01/09/2022 ]

**City:** Athens   |   **Country:** Greece

Functional QA for:
- RTS-sim city builder game for PC
- Hybrid turn-based & real-time tactical RPG game for PC

### Interactive Designer - Developer

*Binary Logic SA* [ 17/03/2019 – 30/12/2020 ]

**City:** Athens   |   **Country:** Greece

- Design, development and maintenance of in-house library, monorepo and build process that utilizes Phaser 3 and enables fast production of a large number of ICT products.
- Hybrid mobile app development with Cordova for Android, iOS and Windows.

- Google Play, App Store and Microsoft Store management.
- REST API consumption.
- Prototyping on a variety of web technologies.
- Designing mock-ups, writing use cases, and creating placeholder graphics for various applications.

## Game Developer

*University of the Peloponnese* [ 31/05/2018 – 31/10/2018 ]

**City:** Tripoli - Arcadia    |    **Country:** Greece

Design and Development of Museum Escape, an Escape Room browser game, for H2020 Crosscult

## Game Developer

*Revelations Studios* [ 30/11/2017 – 29/02/2020 ]

**City:** Remote

Part time remote position where I Implemented gameplay mechanics for a first person stealth horror game prototype.

## Graphic designer

*Nikolaou Graphics* [ 31/05/2015 – 31/08/2015 ]

**City:** Tripoli - Arcadia    |    **Country:** Greece

Business cards, vehicle stickers and banners design.

## EDUCATION AND TRAINING

## Informatics and Telecommunications (Software Engineer)

*University of the Peloponnese* [ 08/2010 – 09/2018 ]

**City:** Tripoli    |    **Country:** Greece    |    **Final grade:** 7.21    |    **Thesis:** Design and Implementation of a Side Scrolling Platformer Game - Grade 100%

## High School Graduate

*Kastellanoi Mesis High School* [ 2010 ]

**Address:** Kastellanoi Mesis, Corfu (Greece)

## PUBLICATIONS

[2022]
**Turtle heroes: designing a serious game for a VR interactive tunnel**
Here we describe the design and implementation of a cave-tunnel VR system. We later discuss the design and implementation of our serious game called "Turtle Heroes".

Theodoropoulos, A., Roinioti, E., Dejonai, M., Aggelakos, Y., & Lepouras, G. (2022, November). Turtle heroes: designing a serious game for a VR interactive tunnel. In International Conference on Games and Learning Alliance (pp. 3-10). Cham: Springer International Publishing.

[2019]
**'Museum Escape': A Game to Increase Museum Visibility.**
In an attempt to increase the visibility of the Archeologic Museum of Tripoli, and based on knowledge acquired by physical games implemented in museum spaces, we designed an escape room type game. Here, we've demonstrated the game, some technical aspects of its implementation as well as some early findings that were produced through some preliminary player testing.

Antoniou, A., Dejonai, M. I., & Lepouras, G. (2019). 'Museum escape': A game to increase museum visibility. In Games and Learning Alliance: 8th International Conference, GALA 2019, Athens, Greece, November 27–29, 2019, Proceedings 8 (pp. 342-350). Springer International Publishing.

## PROJECTS

[ 01/04/2024 – 30/09/2024 ]
**Breaking Off**
"Breaking Off" is a VR game / interactive experience for Meta Quest 3 that allows users to experience the results of a set of choices in an abstract manner, while providing a branching narrative that adapts to the user's decisions.
The project aims to foster empathy and understanding by allowing users to step into the shoes of individuals who have experienced displacement or migration.
It was made for Inter Alia, as part of the Outcast Europe project.
- Game Design
- Sound Design
- Music composition and production
- Implementation in Unity 3D
- Design and implementation of tooling that allows procedural world design and quick content expansion
- Voice narrative recording and production


[ 01/09/2021 – 01/02/2023 ]
**VR Tunnel with Skeleton Tracking and Android VR**
Three co-existing applications on Unity for an interactive VR tunnel for the University of Peloponnese.
- Single player escape room game
- VR 360 video tour
- Multiplayer "shooter" serious game
The VR 360 video tour application was also ported to Android for headset VR using the latest Cardboard XR SDK.


**Digital Kids Go!**
An educational tool / game I made using the Phaser 3 engine while working for Binary Logic SA, which helps educate young children on algorithmic thinking.
- Implemented for browsers, Android and Windows
- Task and production timeline analysis
- Cyclical development process
- Created a custom tool for game map creation and management

**Link:** https://www.microsoft.com/en-us/p/digital-kids-go/9pd6t31hkn8l

**Museum Escape**
An Escape Room game I made in HTML and JS, as part of the H2020 Crosscult research project.
- Game design
- Used provided ontology and assets for riddle creation
- Developed game in pure HTML5 and JS
- Created theme music

**Link:** https://pilot3.crosscult.uop.gr/museumEscape/

**The Dude**
A 2D side scrolling platformer game I created using Unity for my Dissertation.
- Game design

- Level design for two levels
- Graphic design for all game assets, including character design and animations
- Creating sound effects
- Designing a physics based, but accurate, player character controller system

**Link:** https://hci-vr.dit.uop.gr/the-dude/

**Home Range**
This is a prototype for a casual RTS-Simulation game meant to be create for PC and mobile devices, made in Unity.
- Participated in game design
- Task analysis
- Implementation and tests

**Architectural Portfolio**
Personal architectural portfolio website created for Xeni Siotou. This website included fully responsive design, tailor made based on provided specifications using Vue.js.

**Link:** https://xenisiotou.github.io/

## CONFERENCES AND SEMINARS

[ 26/11/2019 – 28/11/2019 ] Athens, Greece
**Games and Learning Alliance 2019 Conference**

[ 19/04/2016 ] Tripoli, Arcadia
**Lecture & Workshop with Georgios N. Yannakakis, AI in Game Design**
A two day lecture and workshop on writing an algorithm that can dynamically create Super Mario levels, based on player metrics related to their skills and play style.

[ 05/06/2013 ] Tripoli, Arcadia
**Open Innovation Seminar**
A seminar provided by the University of the Peloponnese Innovation and Entrepreneurship unit.

[ 13/12/2012 ] Tripoli, Arcadia
**Applying Innovation to Greek Businesses**
A seminar provided by the University of the Peloponnese Innovation and Entrepreneurship unit.

## DIGITAL SKILLS

Game Design  /  Unity 3D  /  C#  /  Adobe Photoshop  /  Phaser 3  /  Documentation  /  Version Control System (Git)  / Responsive Design  /  Sound design  /  Music Production

**Web Technologies**
Typescript / HTML, CSS, JavaScript / REST APIs / Postman / Webpack / Node.js / PWA / Apache Cordova

**Collaboration**
Online collaboration / Project Management Tools / Atlassian stack (Jira, Confluence, …) / Trello / Agile-Kanban / Agile (Scrum) / Digital whiteboards (Mural, Miro)

## LANGUAGE SKILLS

**Mother tongue(s):** Greek

**Other language(s):**

**English**

**LISTENING** C2 **READING** C2 **WRITING** C2

**SPOKEN PRODUCTION** C2 **SPOKEN INTERACTION** C2

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user*