Vasilis Kontoulis

Date of birth: 23/12/1992 | **Nationality:** Greek | **Gender** Male |

vasiliskontoulis23@gmail.com | https://nile.hmu.gr/person/kontoulis-vasileios/ |

Farsala, Greece

WORK EXPERIENCE

19/09/2016 – CURRENT
ASSOCIATE RESEARCHER, SOFTWARE DEVELOPER – NATURAL INTERACTIVE LEARNING GAMES AND ENVIRONMENTS LAB(NILE-LAB)

Member of NiLE Team
- Games-based learning
- Inclusive design
- Serious Games
- Multimodal Sensing and Natural User Interfaces
- Educational Virtual environments / ecosystems
- Assistive technologies

Education | https://nile.hmu.gr/ | Stauromenos, PC 71410, Heraklion, Greece

01/11/2016 – 30/04/2017
INTERNSHIP TRAINING – NATURAL INTERACTIVE LEARNING GAMES AND ENVIRONMENTS LAB(NILE-LAB)

Interactive Software Technologies & System Engineering Laboratory (iSTLab)
Stauromenos, PC 71410, Heraklion(Greece)

https://nile.hmu.gr/ | Stauromenos, PC 71410, Heraklion, Greece

01/11/2016 – CURRENT
SOFTWARE ENGINEER – NATURAL INTERACTIVE LEARNING GAMES AND ENVIRONMENTS LAB(NILE-LAB)

- Software analysis and design
- Research on serious and educational games and software
- Serious Game Design and Development
- Development of educational tools
- Software Testing
- Learning Data logging and statistical analysis (ExperienceAPI).
- Sysadmin for the needs of the laboratory(Ubuntu Servers)

Heraklion, Greece

30/10/2017 – 31/10/2017
CONFERENCE ASSISTANT – ARTSIT 2017 & DLI 2017 CONFERENCES

Responsible for technical support

Heraklion, Greece

03/08/2018 – 15/12/2018
TECHNICAL SUPPORT – TECHNOLOGICAL EDUCATIONAL INSTITUTE OF CRETE(TEI OF CRETE)

Technical Support at Department of Mechanical Engineering
https://www.teicrete.gr/tm/en
Heraklion, Stauromenos, PC 71410

https://www.teicrete.gr/en ｜ Stauromenos, PC 71410, Heraklion, Greece

03/08/2018 – 31/08/2019
SOFTWARE ENGINEER – TECHNOLOGICAL EDUCATIONAL INSTITUTE OF CRETE(TEI OF CRETE)

Project:
Body & Mind Academy - Project - Open Educational Resources in non-formal senior education», Erasmus + program, Action 2, KA2(project code: 80499). Participation in the deliveries: I.O. 2 Application.
Main tasks:
- Analysis, design, implementation and control of web applications using an object-oriented implementation method.
- Analysis, design, implementation and control of educational applications, games and training systems.
- Analysis, design, implementing software based on its principles of gamification and Game based learning.
- Statistical analysis of learning data generated by educational sessions(knowledge xAPI).

https://www.teicrete.gr/en ｜ Stauromenos, PC 71410, Heraklion, Greece

08/05/2019 – 30/11/2019
SOFTWARE ENGINEER – HELLENIC MEDITERRANEAN UNIVERSITY(HMU)

Project:
"Support for Social Care Interventions of Students of TEI of Crete", which is funded by the "Ministry of Education and Research", Ε.Υ.Δ. Ε.Π. "DEVELOPMENT OF HUMAN RESOURCES, EDUCATION AND LIFELONG LEARNING" (project code: 80651).
«Subproject 1« Support of Social Welfare Interventions of Students of Technological Educational Institute of Crete »of the Act" Support for Social Care Interventions of Students of the Technological Educational Institute of Crete "under the MIS 5029260".
Participation in sections Jobs**:**
- **ΠΕ 1: Developing a mechanism for monitoring core target group targets and supporting institutional policy for vulnerable social groups.**
Developing a mechanism for monitoring core target group targets and supporting institutional policy for vulnerable social groups.
Creating an online platform for registering information and developing a sensitive personal data management log.
Training for Observatory Data Collectors.
Pilot operation of the observatory.
Participation in Deliverables:
- *Π1.2. Protocol for collecting and managing sensitive personal data.*
- *Π1.3. Electronic platform for collecting data within the institutional social observatory.*

https://www.hmu.gr/ ｜ Stauromenos, PC 71410, Heraklion, Greece

01/12/2019 – 31/12/2019
SOFTWARE ENGINEER – HELLENIC MEDITERRANEAN UNIVERSITY(HMU)

Project:
Young & Smart - A comprehensive educational program in the field of entrepreneurship and social activity of young people Erasmus + program, Action 2, KA2(project code: 2018-2-PL01-KA205-051604).
Participation in sections Jobs**:**
- **I.O.1: BOOKLET: Young & Smart - comprehensive educational program, I.O.3 Simulation Games Young & Smart with promotional animation - comprehensive educational program , I.O.2 Introduction movies for 21 scenarios of Booklet, Young & Smart - comprehensive educational program**
Participation in Deliverables:
- *O2: Introduction movies for 21 scenarios of Booklet "Young & Smart" - comprehensive educational program,*
- **O3: 3 Simulation games "Young & Smart" with promotional animation - comprehensive educational program,**
- *O1: BOOKLET: Young & Smart - comprehensive educational program*
Specifically:
■ Analysis, Design, Implementation and Testing of Web Apps using Object Oriented programming principles,

- Analysis, Design, Implementation and Testing of Educational apps, Games and Educational Systems
- Analysis, Design, Implementation of software based on gamification and Game based learning principles
- Statistical analysis of educational data derived from educational sessions (requires knowledge of xAPI)

https://www.hmu.gr | Stauromenos, PC 71410, Heraklion, Greece

09/12/2019 – 24/03/2020
SOFTWARE ENGINEER – HELLENIC MEDITERRANEAN UNIVERSITY(HMU)

Project:
The objectives of this work were the refurbishing of PCs and various ICT devices, with material failures or they are non-functional as described below:
  ○ Detailed documentation of non-functional stored ICT equipment.
  ○ Arrangement and process of disassembly and reassembly of functional devices, but fewer regarding the general number, in cases that is possible. In cases of poor equipment unable to be repaired or reconstructed, removement of components or boards that can be used potentially in educational laboratories of computer or electronics departments. It is estimated that at least 15 computers and 5 printers will be disassembled for reassembly and 30 motherboards/network cards/graphics cards/rams will be identified and checked.
  ○ 50% participation in the development of a web-based software for recording available material, actions, interventions and capturing the manufactured PCs, peripherals, as well as useless or functional components.

https://www.hmu.gr | Stauromenos, PC 71410, Heraklion, Greece

13/04/2020 – 12/06/2020
SOFTWARE ENGINEER – HELLENIC MEDITERRANEAN UNIVERSITY(HMU)

Project:
The objectives of this work were to post and update audiovisual material for the efficient use of ICT technologies, proposed for remote work of the administrative services due to the COVID-19 pandemic.

https://www.hmu.gr | Stauromenos, PC 71410, Heraklion, Greece

EDUCATION AND TRAINING

10/2011 – 09/2018 – Stauromenos, Heraklion, Greece
BSC IN INFORMATICS ENGINEERING – Technological Educational Institute of Crete(TEI of Crete)

During my studies i got familiar with a wide variety of informatics subjects and focused on:
- Software Design
- Software Analysis
- Software Development
- Web Development
- Video Games
- Data Visualization

Thesis project: "Power Girds Educational Game"

EQF level 6 | www.teicrete.gr

10/2018 – CURRENT – Stauromenos, Heraklion, Greece
MSC IN INFORMATICS ENGINEERING – Hellenic Mediterranean University(HMU)

Specialization: "Software Technology and Applications"

EQF level 7 | https://www.teicrete.gr/mscie

● LANGUAGE SKILLS

Mother tongue(s): GREEK

Other language(s): ENGLISH

● NETWORKS AND MEMBERSHIPS

Memberships

- Natural Interactive Learning Games and Environments ([NILE-lab](#)) under the Artificial Intelligence and System Engineering Laboratory ([AISE Lab](#))
- NIRTeam (Natural Interaction Research Team)

● COMMUNICATION AND INTERPERSONAL SKILLS

Communication and interpersonal skills

Excellent communication and cooperation skills, that have been proven and grown through teamwork as a member of NILE Lab and NIRTeam.

● JOB-RELATED SKILLS

Job-related skills

Programming Languages: Java, C, JavaScript, PHP, Python

Frameworks: Vue.js, Laravel, React.js, Angular 8 - 9

Operating Systems: Windows, Ubuntu Server, Android

Databases: MySQL, SQLite, Firebase, SQL Server, PostgreSQL

CMSs: eClass, WordPress, Drupal

Tools & Technologies: HTML 5 & CSS, XML, JSON , Apache Server, Tomcat Server, Git, Arduino, Visual Paradigm, ExperienceAPI, Matlab