



Vasilis Kontoulis

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● WORK EXPERIENCE

18/09/2016 – CURRENT Heraklion, Greece

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

Business or Sector Education | **Address** Stauromenos, PC 71410, Heraklion, Greece | **Website** <https://nile.hmu.gr/>

31/10/2016 – 29/04/2017 Heraklion, Greece

INTERNSHIP TRAINING NATURAL INTERACTIVE LEARNING GAMES AND ENVIRONMENTS LAB(NILE-LAB)

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

Address Stauromenos, PC 71410, Heraklion, Greece | **Website** <https://nile.hmu.gr/>

31/10/2016 – CURRENT Heraklion, Greece

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)

29/10/2017 – 30/10/2017 Heraklion, Greece

CONFERENCE ASSISTANT ARTSIT 2017 & DLI 2017 CONFERENCES

Responsible for technical support

02/08/2018 – 14/12/2018 Heraklion, Greece

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

Address Stauromenos, PC 71410, Heraklion, Greece | **Website** <https://www.teicrete.gr/en>

02/08/2018 – 30/08/2019 Heraklion, Greece

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).

Address Stauromenos, PC 71410, Heraklion, Greece | **Website** <https://www.teicrete.gr/en>

07/05/2019 – 29/11/2019 Heraklion, Greece

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", E.Y.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.*

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30/11/2019 – 30/12/2019 Heraklion, Greece

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)

Address Stauromenos, PC 71410, Heraklion, Greece | **Website** <https://www.hmu.gr>

08/12/2019 – 23/03/2020 Heraklion, Greece

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, removal 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.

Address Stauromenos, PC 71410, Heraklion, Greece | **Website** <https://www.hmu.gr>

12/04/2020 – 11/06/2020 Heraklion, Greece

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.

Address Stauromenos, PC 71410, Heraklion, Greece | **Website** <https://www.hmu.gr>

01/07/2021 – 16/12/2021 Heraklion, Greece

SOFTWARE ENGINEER HELLENIC MEDITERRANEAN UNIVERSITY(HMU)

Project:

Development of software for the contribution to the preparation of tenders for the purchase of training and educational equipment, in order to create a system, which will contribute to the preparation of tenders for the purchase of research and educational equipment.

Address 71004, Heraklion, Greece | **Website** <https://hmu.gr/>

13/04/2020 – 12/06/2020 Heraklion, Greece

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.

Address Stauromenos, 71410, Heraklion, Greece | **Website** <https://www.hmu.gr>

02/12/2020 – 22/04/2021 Athens, Greece

SOFTWARE ENGINEER HELLENIC ARMY

Project:

Provision of computer programmer services in the Hellenic Army.

Address Μεσογείων 227-231, Χολαργός, 11525, Athens, Greece | **Website** <http://www.army.gr/>

15/10/2021 – 31/03/2022 Heraklion, Greece

SOFTWARE ENGINEER HELLENIC MEDITERRANEAN UNIVERSITY(HMU)

Identification - Promotion of Greek Honey, the emblematic action "BeeWays"

Participation in the Work Package(s):

1. PEI.4. Automated honey gyroscopic analysis techniques. Identification of pure honeys (of main botanical origin) with strong interest and honeys of different geographical origin from areas of strong beekeeping interest.

Participation in Deliverables:

1. P 1.4.6. Final software version

Address Stauromenos, 71410, Heraklion, Greece | **Website** <https://www.hmu.gr>

12/11/2021 – 31/07/2023 Heraklion, Greece

SOFTWARE ENGINEER HELLENIC MEDITERRANEAN UNIVERSITY(HMU)

Implementation of the process of shaping the new Regulatory Framework of the Institute and support of the changes resulting from the new institutional framework of the act "STRENGTHENING AND ACCELERATION OF THE PROCEDURES FOR THE UPGRADING OF H.M.U." with MIS Code 5049545 in the Operational Program "Public Sector Reform 2014-2020"

Participation in the Work Package(s):

1. **PE2: Support for the implementation of value-added actions and individual actions for the completion of the self-trust project**

The respective deliverables are analyzed in the following:

1. **P2.1 Thematic Struggle of personalized services,**
2. **P2.3 Process Modeling and Simulation Foundation**

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04/03/2022 – 31/03/2023 Heraklion, Greece

SOFTWARE ENGINEER HELLENIC MEDITERRANEAN UNIVERSITY(HMU)

"Waterways - Waterways and Stories in E4 and Eastern Mediterranean Geoparks"

Participation in the Work Package(s):

1. **PE4 Development of scientific & educational tools for highlighting and managing natural and water resources.**

The respective deliverables are broken down into the following:

1. **4.1.2: Serious Digital Educational games based on cutting-edge technologies such as 2&3D worlds, AR (augmented reality) Participation in (a) the participation in Android & iOS application development, (b) AR games development Participation in the implementation of games of serious purpose as described below:**

Digital educational game of serious purpose: Hunt for lost treasure, Game of knowledge and Game of STEM experiments as well as educational robotics .

Contribution to the implementation (analysis, design and control) of the Digital Educational Game of serious

purpose: Hunt for lost treasure. Contribution to the implementation (analysis design and control) of the Digital

Educational Game of serious purpose: Game of knowledge.

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● **EDUCATION AND TRAINING**

09/2011 – 09/2018 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"

Address Staouromenos, PC 71004, Heraklion, Greece | **Website** www.teicrete.gr | **Level in EQF** EQF level 6

09/2018 – CURRENT Heraklion, Greece

MSC IN INFORMATICS ENGINEERING Hellenic Mediterranean University(HMU)

Specialization: "Software Technology and Applications"

Address Staouromenos, PC 71410, Heraklion, Greece | **Website** <https://mscie.hmu.gr/> | **Level in EQF** EQF level 7

● **LANGUAGE SKILLS**

Mother tongue(s): **GREEK**

Other language(s): **ENGLISH**

● **ADDITIONAL INFORMATION**

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 - 15

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