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ABOUT ME

An enthusiastic and proficient software engineer, focused on providing quality products.

Always looking to expand my knowledge in the field. Hands-on experience includes mobile application development, game development, machine learning, as well as musical instrument sounds modeling.

EXPERIENCE

Indoor Location and Tracking

(Bachelor's Thesis)

As Part of an Erasmus+ Project BlendedAIM calls students to work with a company to develop a product. Gabriel was the product our team developed for the Trilogis company, specializing in real-time outdoor and indoor localization. The core responsibilities in this project were the following:

- Management of a team responsible for the Android application.
- Design and implementation of beacon detection on android devices.
- Design and implementation of a chat service with the ability to send voice messages and "quick messages" (predefined messages represented by a button).
- Design and implementation of localization and tracking algorithms.
- Implementation of a REST API to acquire localization information.
- Assistance on the implementation and testing of the REST API and database on server side (C#, Entity Framework, ASP.NET).

A toolset for physical interaction in augmented reality environments using a mobile device

(MSc Thesis)

The aim of this project is the development of a toolset for Unity3D Game Engine to facilitate the creation of augmented reality applications. Knowledge acquired from this project includes:

- Analysis, design and implementation of a framework that contains deployment-ready components for Unity3D.
- Implementation of a socket client to stream images from camera input to a web service.
- Implementation of image processing, computer vision and machine learning algorithms for hand tracking (Python).
- Design and implementation of a web service to track the hand from received images (Python).

WaterWays – Υδατινοί Δρόμοι και Ιστορίες στο E4 και στα Γεωπάρκα της Ανατολικής Μεσογείου

(Work)

The aim of this project is the development of mobile educational games using Unity3D Game Engine to promote the management of natural and water resources. Key features of the project include:

- Analysis, design and implementation of deployment-ready components for Unity3D.
- Incorporate state-of-the-art technologies such as Augmented Reality and Virtual Reality.
- Create 3D terrains, textures and meshes based on real world data.
- Develop the game logic and interaction techniques for the educational game.

INVITE – Developing Competences and Innovative Designs for International Virtual and Blended Modalities

-(work)

The INVITE project aims to develop teaching and learning competencies for designing and implementing virtual and blended modalities of international collaboration in European Higher Education Institutions.:

- Analysis, design and implementation of deployment-ready components for Hackathons
- Incorporate state-of-the-art technologies to deliver Virtual & Blender Hackathons
- Create a platform that can create, edit and host Hackathons and OERs

PUBLICATIONS & PRESENTATIONS

- 5/2020: Chatziadam, P.; Dimitriadis, A.; Gikas, S.; Logothetis, I.; Michalodimitrakis, M.; Neratzoulakis, M.; Papadakis, A.; Kontoulis, V.; Siganos, N.; Theodoropoulos, D.; Vougioukalos, G.; Hatzakis, I.; Gerakis, G.; Papadakis, N.; Kondylakis, H. TwiFly: A Data Analysis Framework for Twitter. *Information* 2020, 11, 247
- 7/2021: Logothetis I., Papadourakis G., Katsaris I., Katsios K., Vidakis N. (2021) Transforming Classic Learning Games with the Use of AR: The Case of the Word Hangman Game. In: Zaphiris P., Ioannou A. (eds) *Learning and Collaboration Technologies: Games and Virtual Environments for Learning*. HCII 2021. Lecture Notes in Computer Science, vol 12785. Springer, Cham. https://doi.org/10.1007/978-3-030-77943-6_4
- 4/2022: Katsaris, I., Logothetis, I., Katsios, K., & Vidakis, N. (2022). Adaptive Blended Learning Platform based on the 4Cs Architecture. In *CSEDU* (2) (pp. 251-259).
- 7/2022: Barianos, A. K., Logothetis, I., Kalogiannakis, M., & Vidakis, N. (2022). Teaching Ancient Greek Theatre Through In-Game Exploration: The Case of ThimelEdu. In S. Papadakis, & A. Kapaniaris (Ed.), *The Digital Folklore of Cyberculture and Digital Humanities* (pp. 186-205). IGI Global. <https://doi.org/10.4018/978-1-6684-4461-0.ch011>

- **7/2022:** Logothetis, I., Barianos, A. K., Papadakis, A., Christinaki, E., Charalampakos, O., Katsaris, I., Kalogiannakis, M., & Vidakis, N. (2022). Gamification Techniques Capitalizing on State-of-the-Art Technologies. In S. Papadakis, & A. Kapaniaris (Ed.), *The Digital Folklore of Cyberculture and Digital Humanities* (pp. 206-229). IGI Global. <https://doi.org/10.4018/978-1-6684-4461-0.ch012>
- **8/2022:** Logothetis, I., Karampidis, K., Vidakis, N., Papadourakis, G. (2022). Hand Interaction Toolset for Augmented Reality Environments. In: De Paolis, L.T., Arpaia, P., Sacco, M. (eds) *Extended Reality. XR Salento 2022*. Lecture Notes in Computer Science, vol 13445. Springer, Cham. https://doi.org/10.1007/978-3-031-15546-8_17

SKILLS

Programming Languages

- C#
- C/C++
- Java
- Kotlin
- Swift
- Python

Technologies & Frameworks

- Native Android development
- Native iOS mobile applications development
- Unity3D Game engine
- Python Django

Other Technologies

- Communications: Sockets, REST
- Revision Control Systems: Git, Team Foundation Server
- Machine learning: Tensorflow
- Databases: MySQL, SQLite, PostgreSQL

EDUCATION



Bachelor's degree

Department of Informatics Engineering
of the Technological Educational Institute of Crete.
known as Hellenic Mediterranean University)



MSc degree

Department of Informatics Engineering
of the Hellenic Mediterranean University of Crete (Currently

LANGUAGES

- Greek (Native speaker)
- English