


# MARIOS IOANNIDIS

VR DESIGNER/DEVELOPER - ILLUSTRATOR - ANIMATOR




 Patriarchou Gerasimou 32,  
73131, Chania, Greece

## Contact

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 marimation.gr

## EDUCATION

### PhD Student of Cultural Technology and Communication

Design and Methodology of Storytelling, in Immersive Virtual Reality Games

University of Aegean  
2020 - today

### Master Cultural Technology and Communication

Design of Digital Cultural Product  
University of Aegean  
Scholarship with grade 9.97  
2018 - 2020

### Bachelor Illustration/Animation

Ornerakis School of Applied Arts  
Scholarship in Animation course  
2009 - 2012

### Bachelor Digital Systems

University of Piraeus  
2002 - 2012

## PROFILE

Marios Ioannidis holds a degree in the Department of Digital Systems of the University of Piraeus. He graduated from the School of Applied Arts "Ornerakis" with a scholarship in animation. In 2020, he finished his master's degree in "Digital Cultural Product Design", with a scholarship, at the University of the Aegean. He is currently working on his PhD thesis on the methodology of storytelling in immersive virtual reality games. In 2013 he founded the Chania Sketch Workshop and in 2017 the Chaniartoon - International Comic & Animation Festival.

## WORK EXPERIENCE

### Personal Design Studio

*The Last Dodo Studios / 2018 - today*

Illustration, Animation, Game/Application Development, VR, AR

### Teacher

*Chania Sketch Workshop / 2013 - today*

Teaching Comic, Animation, Illustration, Graphic Design, 3d, Game Design to group of children and adults

### Laboratory Supervisor

*Technical University of Crete Laboratory / 2022 - 2023*

Graphic Design, 3D Design, VR Design, 3D Printing, Innovative Project Supporter

### Teacher

*Ornerakis School of Applied Arts / 2022*

Teaching 2d Animation, 3d Animation, Animation Techniques

## SOFTWARE KNOWLEDGE

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Adobe Suite  
(Photoshop, Illustrator, Premiere, After Effects, Indesign)

Cinema4d

Zbrush

Maya

Blender

3D Printing  
(ideaMaker, Cura, Chitubox)

Unity

Unreal

C#

HML/CSS

## WORK EXPERIENCE

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### Teacher

*Municipal Secondary Education / 2020-2021*  
Scratch, Game Design, Animation

### Graphic Designer

*Keppedih-Cam / 2020*  
Poster Design, Banner Design, Web Design, Flash Animation

### Graphic Designer

*Municipality of Chania / 2019-2020*  
Poster Design, Banner Design, Web Design, Flash Animation

### Teacher

*Municipal Secondary Education / 2019*  
Computer Science, Graphic Design

### Scripta

*Scripta / 2014-2015*  
Web Design, Poster Design, Flyer Design

### Graphic Designer/Illustrator

*Iptameno Kastro / 2013-2017*  
Children's Book Illustrations, Graphic Design, Web Design, Flash Animation, Character Design

### Graphic Designer

*Screenprint / 2012-2013*  
Poster Design, Flyer Design, Web Design, Banner Design

### Web Designer

*Nemecis Magazine / 2009-2013*  
Web Design, Web Administration

## APPLICATION (DESKTOP-VR-AR)

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### ChiPlay (VR)

2022  
Digital rpg game. The game was developed for PhD research

### ChiPlay (Desktop)

2022  
Digital rpg game. The game was developed for PhD research

### Desire for Freedom (Android & iOS - AR)

2021  
Augmented reality (AR) digital application, based on the artistic narrative "Desire for Freedom", and its projection mapping on 18 buildings all over Greece. Subsidized project by the "Committee 2021"

## AWARDS

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### **1st Award**

1st Poster & Tv spot Contest  
Os3 Magazine  
2008

## APPLICATION (DESKTOP-VR-AR)

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### **Tie Doodle (Android)**

2021

Digital Application for tablet, that let the user live painting a projection mapping of a building. The application was presented in IETH 2021

### **Time Destroyer (Desktop)**

2021

Adventure Game, sponsored by Ministry of Culture & Athletics

### **VR Museum (VR)**

2021

Virtual Reality application, with photogrammetry model of Chania Centre of Architecture. Sponsored by Ministry of Culture & Athletics

### **walkEdu (Desktop)**

2021

Desktop application for secondary school childrens. Part of Technical University of Crete project

### **VR-Presentator**

2021

Virtual Reality application for presenting 3d models, photographs, video, with the use of Head Mount Display.

### **Chaniartoon Artist Alley (Desktop)**

2020

Desktop application for Chaniartoon digital artist alley, due to covid-19.

### **Open City Museum (Android & AR)**

2019

(under construction) Cultural projection in open space with Augmented Reality

### **Chaniartoon Festival Application (Android & AR)**

2019

Official application of Chaniartoon Festival, interactive map, augmented reality, live voting

### **Library - Dafnis & Chloe (VR)**

2018

Part of University of Aegean project, the application presented in Terriade Museum

### **Dafnis & Chloe (Desktop)**

2018

Part of University of Aegean project, the application presented in Terriade Museum

### **antART (Desktop)**

2018

Education application about the myths of Aesopus

## ANIMATION FILMS

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### **Soursouris (VR Animation)**

2021

Direction, Animation, with the sponsorship of Greek Cinema Center

### **Desire for Freedom**

2021

Part of the team, of the projection mapping animation, that was projected on 18 cities/buildings all over Greece.

### **Traffic Jam in the Universe (VR Animation)**

2021

Direction, Animation, Illustration. Music animation, in virtual reality

### **The two singles (2d Animation)**

2021

Direction, Animation, Script, Illustration

## PUBLICATIONS

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### **Open City Museum: Unveiling the cultural heritage of Athens through an -augmented reality based- time leap., accepted from HCI International, Copenhagen, Denmark**

2020

Kallergis Georgios, Marios Christoulakis, Aimilios Diakakis, Marios Ioannidis, Iasonas Paterakis, Manoudaki Nefeli, Marianthi Liapi and Konstantinos-Alketas Oungrinis

### **Open City Museum: A connectionist approach in creating Cultural Heritage content, accepted from Connections Exploring Heritage, Architecture, Cities, Art, Media, University of Kent, Canterbury; AMPS,**

2020

Sofia Foteini Neamoniti, Marianna Pavlopoulou, Diakakis Aimilios, Argyraki Aikaterini, Ioannidis Marios, Manoudaki Nefeli, Paterakis Iasonas, Konstantinos-Alketas Oungrinis

## BOOK ILLUSTRATIONS

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**Grandma's old notebook**

2022

Region of Crete

**Memory, the key holder of memory and the eternal secret of "I do not remember"**

2019

Book with Shoes

**In the neighborhood of quadrilateral**

2017

Pyxida tis Polis

**The seagulls (collaboration)**

2015

Nison Periplous

**Laughter is good at school! (collaboration)**

2015

IBBY

**The paintg that changed colors**

2014

Iptameno Kastro

**Bossa-nova in live**

2014

Iptameno Kastro

**Little Valtazar**

2013

Iptameno Kastro

**The two singles**

2012

Self-published

## MEMBER OF

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**Transformable Intelligent Enviroments Laboratory**

2020 - today

University of Crete

**Image, Sound and Cultural Representation Laboratory**

2020 - today

University of Aegean