

MARIOS IOANNIDIS

VR DESIGNER/DEVELOPER - ILLUSTRATOR - ANIMATOR



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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

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

Cinema4d

Zbrush

Maya

Blender

3D Printing
(ideaMaker, Cura, Chitubox)

Unity

Unreal

C#

HML/CSS

WORK EXPERIENCE

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)

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

1st Award

1st Poster & Tv spot Contest
Os3 Magazine
2008

APPLICATION (DESKTOP-VR-AR)

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

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

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

Experience Variations Between Immersive and Non-Immersive RPGs, VRST '22: 28th ACM Symposium on Virtual Reality Software and Technology November 2022 Article No.: 54Pages 1-2<https://doi.org/10.1145/3562939.3565654>

2022

Ioannidis Marios, Kasapakis Vlasios

BOOK ILLUSTRATIONS

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

Transformable Intelligent Enviroments Laboratory

2020 - today

University of Crete

Image, Sound and Cultural Representation Laboratory

2020 - today

University of Aegean