

# MARIO YANNAKAKIS

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## PERSONAL SUMMARY

My love and affiliation with the digital world has its humble beginnings in the late 1990's. I have over the journey mastered the Adobe suite of applications. As well as specialist newer toolsets such as Axure RP and Balsamiq Mockups, the world of user interface design and interaction design truly fascinate me. I am a software junkie that can learn any new tools that will do the job. I have enjoyed being a student, delivering content to students but somewhere in the middle I have been caught up in the digital revolution that includes research, finished art, animation, newer methodologies and design for all types of media. The sky was never my limit.

## PORTFOLIO

<http://www.mylabs.net.au>

## SKILLS

### *Technical*

Substance Designer/Painter  
User Interface Design  
User Experience Design  
Website and App Design  
Matte Painting  
Animation / Motion Graphics  
Sound design  
Adobe CC Master Collection  
Game Level Design/Prototyping  
Unity 3D and C#  
Autodesk Maya  
MacOSX and Windows

### *Research*

Valuable knowledge and intuition  
Statistics for research methods  
Qualitative and quantitative research  
Social justice driven  
Anthropology  
Media and Film History  
Agile Scrum  
Gamification

### *Interpersonal*

Leadership qualities  
Excellent communication  
Passionate about teaching and learning  
Teamwork oriented  
Passionate about Design

## PAPERS AND PRESENTATIONS

VITTA Conference – Reign of the Cloud – August 7th 2012 – “Unity 3D: Introduction to Gaming for the classroom.” – Conference Presentation

- A review into Australian females entering the ICT and digital gaming profession. – Masters
- Outdoor Advertising: The nuts and bolts of the industry. – Masters
- Media and its influence on homicide and suicide within Australia. – Masters
- The wonders and rise of Ritalin and other smart drugs in teens and young adults within America and Australia should be raising the questions of ethics and control within society. – Masters
- The collaboration and conversion of human senses into informative data. – Honours
- Designed, collaborative, new generation learning spaces are proving to be beneficial to current tertiary environments. – Honours

# QUALIFICATIONS

## 2015 User Experience Design Immersive – 10 Weeks – full time

General Assembly – Melbourne

- User Experience Design and Research – User Testing – Interaction Design
- Wireframing and Prototyping using Axure RP and Balsamic Mockups
- Knowledge of Sketch and Omnigraffle
- Mobile App and User Interface Design

## 2015 Digital Marketing – 10 Weeks – part time

General Assembly – Melbourne

## 2014 Master of Design – Digital Media Design

Swinburne University

- Digital Media Design – Professional Context – *'Research game design'* (HD – 98%)
- Digital Media Design Studio II *'Programmed original game using C#'* (HD – 87%)
- Digital Media Design Studio I *'Ipad App Prototype'* (HD – 90%)
- Brand Identity Design in A Multicultural Environment *'Brand Identity logo – Fitzroy Legal Service'* (HD – 80%)
- Capstone Project: Cross Cultural Communication Design *'Females in IT – Research paper and Proposal'* (HD – 85%)

## 2011 Bachelor of Design – Digital Media Design – Honours

Swinburne University

- New Technologies Research *'3D Glasses, User Feedback'* (HD – 90%)

## 2015 Certificate IV in Training and Assessment – TAELLN 40110

NMIT Preston Campus

## 2009 Bachelor of Design – Digital Media Design

Swinburne University

- Individual Research Project *'Motion Title Design – The Seventh Sign'* (HD – 91%)

## 2004 Certificate IV in IT (Multimedia Integration)

Holmesglen Institute Moorabbin Campus

## 2000 Advanced Diploma – Electronic Design and Interactive Media

R.M.I.T City Campus

# PROFESSIONAL EXPERIENCE

- June 2016 – Current                      **Chisholm Institute**  
*Sessional Lecturer – Games Design*  
Bachelor of Design – Games Design
- May 2015 – Current                      **Torrens University**  
*Sessional Lecturer – Motion Graphics and Animation*  
Bachelor of Communication Design
- Feb 2015 – March 2015                **Holmesglen Institute – TAFE**  
*Sessional Trainer – Digital Video and Motion Graphics*  
Diploma of I.T. – Digital Media Technologies
- 2011 – 2014                                **Bubbledome**  
*Casual Workshop Trainer*  
3D, Multimedia, Web and Computer Gaming Engines/Apps
- June 2011 – November 2011        **NMIT – Higher Ed (Fairfield Campus)**  
*Sessional Lecturer*  
Bachelor of Writing and Publishing
- June 2008 – June 2011                **NMIT – TAFE**  
*Sessional Trainer*  
Advanced Diploma – Interactive Digital Media and Certificate IV in Media
- July 2010 – November 2012        **Box Hill Institute**  
*Sessional Trainer*  
Advanced Diploma – Screen and Media (Motion Graphics and Visual Effects)
- July 2009 – Dec 2009                 **Swinburne TAFE**  
*Sessional Trainer*  
Advanced Diploma of Screen
- January 2007 – July 2009            **Eltham College of Education**  
*AV / Multimedia Technician*

# VOLUNTEER EXPERIENCE

2014 – Adult Computer Trainer at Caulfield South Community House.

2008 – Founding member and contributor to “Reflection Outreach” a non-profit organisation designing a mobile laundry to service the homeless community by offering a place to wash their clothes. Contributed to design concepts and supervised secondary students’ involvement in the project.

# PROFESSIONAL MEMBERSHIPS

**PixelED Multimedia Teachers Association Inc**  
<http://www.pixeled.org.au/> – Original Member

**AGDA**  
<http://www.agda.com.au/> – Member since 2014

**Screen Hub**  
<http://www.screenhub.com.au/>

- Working with Children Check
- First Aid Level 2 – Ambulance Victoria
- Victorian Driver's Licence

## REFEREES

Dr Charles C. H. daCosta  
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Senior Lecturer – Faculty of Design – Animation  
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