

MARIO YANNAKAKIS

LinkedIn Profile: <https://au.linkedin.com/in/marioyannakakis>

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 Adobe XD, 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.

DESIGN PORTFOLIO

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

User Interface Design	HTML 5 and CSS 3	Adobe CC Master Collection
User Experience Design	Javascript	Adobe XD
Responsive Web/Mobile Apps	JQuery	

SKILLS

Technical

VMWARE
Networking & Administration
AWS Cloud - NACL's and
Security Groups
Linux UBUNTU & KALI
Animation / Motion Graphics
Game Level Design/Prototyping
Autodesk Maya
Unity 3D and C#

Research

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

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

2020 Certificate IV in Cybersecurity – Finishing in November 2020

Swinburne University of Technology

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

2015 Certificate IV in Training and Assessment – TAELLN 40110

NMIT Preston Campus

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%)

2009 Bachelor of Design – Digital Media Design

Swinburne University

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

2000 Advanced Diploma – Electronic Design and Interactive Media

R.M.I.T City Campus

PROFESSIONAL EXPERIENCE

Jan 2020 – Feb 2020

 Australia POST

User Experience Specialist Intern

- Learning the process how a customer interacts with I.T. services from the internal network of Australia POST
- Review of how articles and the IT service catalogs were written according to user experience practices
- Rewriting some of the articles according to best user experience practice
- Reviewed the customer facing catalog and made suggestions on the User Interface that lead to a much more concise implemented menu system
- Brought about change in a huge amount of articles that needed to be overhauled

June 2016 – Sept 2017

Chisholm Institute

Sessional Lecturer – Games Design

Bachelor of Design – Games Design

May 2015 – Sept 2017

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

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)

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.

REFEREES

Jane Connory

PhD

Manager and Senior Lecturer – Faculty of Design

Torrens University – Melbourne Campus

Telephone: 0412 103 595

Sonja Pedell

PhD

Senior Lecturer – Faculty of Design

Swinburne University of Technology

Melbourne – Australia

Telephone: +61 3 9214 6079

Email: spedell@swin.edu.au