

# Marios Evangelos Kanakis

LinkedIn

Email : marioskanakis@gmail.com

Mobile : +31 6 23136417

## EDUCATION

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- **University of Amsterdam, Vrije Universiteit van Amsterdam** Amsterdam, Netherlands  
*Master of Science in Computer Science; Software Engineering & Green IT* Feb. 2018 – Present
- **University of Crete** Heraklion, Greece  
*Bachelor of Science in Computer Science;* Sep. 2012 – Nov. 2017

## EXPERIENCE

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- **MarXact** Hilversum, Netherlands  
*Software Engineer* Dec 2018 - Present
  - **Full-stack development:** Build, testing, and maintenance of web applications, supporting real-time monitoring and device management for GNSS receivers. Additionally, developing and maintenance of RESTful APIs accessible from clients and third-party software. Front-end web applications based on Angular, backend services and micro-services based on .NET Core, EF Core (C#, PostgreSQL).
  - **DevOps:** Responsible for setting up the CI/CD pipeline for all services and maintenance based on Docker, Drone.io, Git, and Kubernetes. Also designing and configuring our custom Rancher-based cluster with necessary services (e.g. load-balancer, Ingress rules, cert-manager).
  - **Embedded System:** Developed surveying tool for measuring, stake-outs, and exporting projects for GNSS receivers with Python, Angular, and Leaflet. Additionally, assisted in prototyping backend components (e.g. message-broker/PyZMQ) and minor related bug fixes.
  - **Architectural solutions:** Helped shape, design and document the architecture for existing and newly created software components, from service-oriented design to middlewares and services communication. Participated in key-design choices that helped the company scale.
- **ORamaVR** Heraklion, Greece  
*Software Engineer* Aug 2017 - Jan 2018
  - **Client Launcher:** Re-engineered and designed from scratch the desktop launcher application with Qt C++, responsible for validating users license's and starting up surgical simulations.
  - **Licensing API:** Integrated a licensing API (C/C++) library for user's accounts validation through the launcher application and surgical simulations.
  - **Content Development/Bug fixes:** Added content to surgical operations in VR Unity3D and fixed minor-bugs. Also, actively participated in testing sessions.
  - **Installer:** Responsible for compiling all necessary resources into a single installer for Windows OS through InstallShield software.
- **Computational Vision and Robotics Laboratory; F.O.R.T.H** Heraklion, Greece  
*Undergraduate Research Assistant* Jun 2016 - Aug 2017
  - **BSc Thesis:** Completed my Bachelor Thesis titled as: VR Gamification based on open-source simulation toolkits. Upgraded internal rendering framework with modern toolkits supporting OpenGL 3 & 4. Added VR rendering support with OpenVR. Utilized CMake as a new build system offering support for all major operating systems. Created sample projects to exhibit correctness and ease of use to undergraduate students.
  - **Internship:** Physics-based real-time object cutting, tearing and fracturing in populated virtual environments.
  - **Teaching Assistant:** CS553, Interactive Computer Graphics
  - **Publication:** Rapid Reconstruction and Simulation of Real Characters in Mixed Reality Environments

## PROGRAMMING SKILLS

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- **Languages:** C#, Python, Typescript, Javascript, HTML, CSS, SQL (Intermediate), C++ (Prior Experience), C (Prior Experience)
- **Technologies:** Rancher, Kubernetes, Docker, Git, Unity 3D (Prior Experience)
- **Frameworks:** Angular, ASP.NET Core, .NET Core, .NET MVC, EF Core, RabbitMQ, PostgreSQL, ZMQ