### **Curriculum Vitae**

## PERSONAL INFORMATION

First name/ Surname	Ermioni Zacharouli
Telephone	0046704605370
Address	Professorsslingan 35, 11417 Stockholm
E-mail	ezacharouli@gmail.com
Nationality	Greek
Date of birth	1984.09.19
Portfolio	http://people.dsv.su.se/~ermioni/

#### WORK EXPERIENCE

Dates	September 2010 – Now	
Occupation or position held	Web Developer	
Main activities and responsibilities	Developing the company's web tool Magmito, for creating platform independen mobile applications. PHP, HTML and technologies as AJAX, Javascript/jQuery and CSS are used. You can visit the tool at www.magmito.com.	
Name and address of employer	DIDMO AB Drottninggatan 75, 11160, Stockholm, Sweden	
Dates	March 2010 – May 2010	
Occupation or position held	Web Developer	
Main activities and responsibilities	Developing and designing the new version of the company's web site. Technologies as AJAX, jQuery, JSP, HTML and CSS have been used for adding more interactive effects to the site. You can visit the site at http://yanzi.se	
Name and address of employer	Yanzi Networks AB Kista, Stockholm, Sweden	
Dates	April 2009 – September 2009	
Occupation or position held	Mobile Developer	
Main activities and responsibilities	Developing a framework for customizable user interfaces for elderly. The system was designed and implemented in Java ME with the help of XML and LWUIT library.	
Name and address of employer	SO4IT Stockholm, Sweden	
Dates	April 2009	
Occupation or position held	Lab Assistant	
Main activities and responsibilities	Assisting during the lab session of the course Multimodal Interaction and Interfaces where the goal was to experiment with the reacTIVision library, processing and fiducials.	
Name and address of employer	Department of Speech, Music and Hearing The Royal Institute of Technology (KTH), Stockholm, Sweden	
Dates	January 2007 – March 2007	
Occupation or position held	ECDL teacher	
Main activities and responsibilities	Teaching adults some units of the Microsoft Office (Microsoft Word, Microsoft Excel) and how to use Windows in order to obtain the European computer Driving Licence (ECDL).	
Name and address of employer	Informatics Center Larisa, Greece	

#### EDUCATION

Dates	August 2007 – now	
Title of qualification	Msc Interactive Systems Engineering	
Name and type of organisation	School of Information and Communication Technology	
providing education and training	The Royal Institute of Technology (KTH), Stockholm, Sweden	
Thesis	Developing a framework for customizable user interfaces for elderly	
Dates	September 2002 – June 2007	
Title of qualification	Degree of Computer Science	
Name and type of organisation providing education and training	Department of Computer Science University of Ioannina, Ioannina, Greece	
Thesis		
PROJECTS		
Postgraduate Projects	<ul> <li>Developing an interactive interface for working with images, video and 3D objects with gestures or by touching the surface. The surface used for the project was a table consisted of a touch sensitive layer combined with an object tracking tablet. The prototype has been shown also in Ericsson showcases in Mobile World Congress in Barcelona and in Volvo Ocean Race in 2009.</li> </ul>	
	<ul> <li>Developing a mobile application for an audio bus timetable for blind people using RFID technology, JavaMe and Nokia SDK. A predetermined area of a bus stop timetable can for example be scanned with an NFC-phone, to play audio, which tells the time when the next three busses arrive.</li> </ul>	
	<ul> <li>Visualization of blogs' navigation using Java.</li> </ul>	
	<ul> <li>Design a prototype for an interactive system to promote the use of public transportation.</li> </ul>	
Undergraduate Projects	<ul> <li>Database development for controlling a system of a taxi-driver company using SQL and PHP.</li> </ul>	
	<ul> <li>Design and implementation of a communication messaging system between two computers using XML and Java.</li> </ul>	
	<ul> <li>Development of a paint program with 2D graphics using SRGP.</li> </ul>	
	- Design and implementation of moving object with 3D graphics using openGL.	
	- Development of an operating System (MINIX, UNIX based) using C.	
	<ul> <li>Implementation of a compiler using C.</li> </ul>	
	<ul> <li>Implementation of several projects using C and C++.</li> </ul>	

# TECHNICAL SKILLS AND COMPETENCES

Programming Languages	C, C++, Java, Matlab, HTML, PHP, CSS, JavaScript, JSP	
Frameworks	Java Me, Processing, XML Beans, OpenGL, SRGP, reacTIVision TUIO, jQuery Photoshop	
Databases	MySQL, Oracle	
Concepts	UML	
Development Environments	Eclipse, NetBeans, Microsoft Visual Studio	
Desktop Application	Microsoft Office, OpenOffice	
Operating Systems	Microsoft Windows, Linux, UNIX	

Interaction Design Techniques Evaluation and prototyping methods, usability heuristics

LANGUAGES	
Mother language	Greek
Other languages	<ul> <li>English, Fluent</li> <li>French, Good</li> <li>Italian, Basic</li> <li>Swedish, Basic</li> </ul>

#### REFERENCES

Alex Olwal, Researcher at KTH, http://www.csc.kth.se/~alx/ Lars Ramfelt, CEO at Yanzi Networks AB, 08-55921440