

Ioannis (John) Kavazidis

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WORK EXPERIENCE

Founder & Director — Re:Invent Education (non-profit)

01/2021 – present · Thessaloniki, Greece

- Founded and lead a non-profit focused on STEM, STEAM, innovation and inclusive education for public-school students from underrepresented groups.
- Designed and implemented large-scale education initiatives, including the Patras STEAM Park, reaching 10,000+ students and 300+ educators.
- Designed and delivered training programmes, calls for participation, educational materials and dissemination activities.
- Developed and managed Learning Management Systems (LMS) and digital platforms supporting STEM and Deep Tech education.
- Prepared and submitted technical and financial reports, ensuring compliance with EIT and EU funding rules.
- Managed strategic planning, budgeting, KPIs, partnerships and reporting for national and EU-funded projects.

Key achievements

- Awarded €75,000 through the EIT Deep Tech Talent Initiative – SDG Data Challenge.
- Partner in e-AQUAF (Smart Aqua Farming), an Interreg NEXT Black Sea Basin project with a €1.5M total consortium budget.
- Secured €60,000 from the Microsoft Foundation for STEAM training (Minecraft Education programme, Greece).

Education Project Officer — EIT Manufacturing

01/2025 – 05/2025 · Rhodes, Greece

- Led the strategic development, implementation, monitoring and reporting of EU-funded education and innovation projects within the EIT ecosystem, with a strong focus on STEM, Deep Tech and skills development.

AI & Educational Platform Consultant — Mission X

01/2023 – 04/2025 · Remote (United States)

- Supported the design and development of an AI-driven educational platform focused on STEM and STEAM skills development, integrating technology, creativity and problem-solving approaches.
- Integrated STEAM methodologies into the platform's learning pathways to enhance learner engagement, creativity and applied innovation skills.

STEAM Manager — Mensa Greece

Thessaloniki, Greece

- Led the design, coordination and delivery of STEAM education programmes for gifted and talented learners across Greece, with a focus on innovation, emerging technologies and interdisciplinary learning.
- Developed educational content, curricula and learning materials integrating STEM, the arts, creativity and technology to foster critical thinking, problem-solving and innovation skills.
- Coordinated national-level educational initiatives, working closely with educators, mentors, schools and external partners.
- Created programme descriptions, educational resources and outreach materials to promote STEAM activities and learner engagement.
- Supported the organisation and delivery of workshops, events and training sessions, online and in person.
- Acted as liaison between educators, learners and organisational stakeholders to ensure smooth implementation and high-quality learning outcomes.

Cloud Engineer — Deloitte

01/2019 – 01/2020 · Thessaloniki, Greece

- Designed and implemented cloud-based solutions using Microsoft Azure.
- Supported international projects across Greece, Italy and Malta.
- Worked in multicultural teams, delivering secure and scalable systems.
- Gained strong experience in structured project delivery and reporting.

EDUCATION

BSc Computer Science (full scholarship) — American College of Thessaloniki

2020 – 2024 · Thessaloniki, Greece · EQF level 6

LANGUAGES

Greek (native) · English (C2) · German (B1)

SKILLS

Learning management systems · Educational technology · Proposal writing, project development and project management · EU-funded projects · EIT KICs · Stakeholder management · Decision-making · Spreadsheet software