



Marios Messios

Architect, CEO & Co-Founder at Parametricos

Marios Messios is an Architect Engineer and the Co-Founder and CEO of Parametricos. Marios has technical knowledge and experience in Architecture, Architectural Design Software, Rendering Visualisation Software, Game Design, Design, Publication Editing and Design, Branding, Content Design, Website Design, UI & UX Design, Marketing, Sales.

As an architect and researcher, Marios has worked and collaborated in projects in Berlin at Sauerbruch Hutton Architects, in the Public Relations department for Publication Editing where he ensured the quality of 1216 illustrations for the firm's portfolio publication (Archive II, Published in 2016, Lars Müller Publishers). During his time at Sauerbruch Hutton, and working closely with the founders, he gained skills in public relations, marketing and sales that came useful in future negotiations.

His experience proceeded as an External Specialist at *Studio Aware* in Frankfurt to explore a design approach that engages the non-experts in the creative process and as External Specialist at the Digital Design Unit ("DDU") Darmstadt where, part of a great team of young professionals, they collaborated with the Internationale Bauausstellung (IBA) Heidelberg in designing an urban vision for the Patrick Henry Village (PHV) near the historical city of Heidelberg.

In 2016 he started his studio *messiosmarios* (<http://messiosmarios.com>) to work on interactive applications and projects, with different collaborators, that aimed to explore the importance of geographical data, gamification and parametricism in the design phase of a building. One of the significant projects on using geographical data and parametric design to find solutions was the Reverse Desertification project for the lack of water and how to use parametric architectural design and geospatial data from the Lands & Surveys Cyprus Department to optimise a structure in saving water ([desertification](#))

During his final master's thesis, at the Politecnico di Milano, Marios focused all his attention at generating a web-based solution to improve the surrounding environment and increase the collaboration with the end-user.

In hindsight, this was the birth of Parametricos a few months later in early 2018.

Work Experience



Parametricos
CEO, Co-Founder

Apr 2018 - Present

Parametricos develops web-based solutions to improve the architect's workflow in the design phase of a building. Our Studio, a Cloud BIM+GIS platform enables the AEC professional to upload their 3D and/or BIM model on a specific Geolocation on Maps to get real-time feedback on their design. In essence, this empowers the AEC professional to make better and faster location-based design decisions.



studio messiosmarios
Architect, Founder

Jul 2016 - Mar 2018

studio messiosmarios was founded in 2016 in Milano during Marios Messios master studies at the Politecnico di Milano. Each new collaboration provides us with the opportunity to create new and advanced tool prototypes. At the end, it's all about optimising the process of solving the issues. Our philosophy is simple; the team looks into our studio toolkit, if we are missing a tool, then we build it.



AWARE
External Specialist

Feb 2017 - Apr 2017

Architecture made by the inhabitants
Imagine a world where computer games, combined with 3D printing, help you create and personalise your surroundings.

AWARE is a Studio for Architecture based in Frankfurt. We explore a design approach that engages the non-experts in the creative process. It uses the principles of crowdsourcing, gaming technology and digital fabrication to create an environment adaptable to the needs and preferences of the inhabitants.



DDU Darmstadt
(Digital Design Unit)
External Specialist

Aug 2016 - Mar 2017

We are collaborating with the Internationale Bauausstellung (IBA) Heidelberg in designing an urban vision for the Patrick Henry Village (PHV) near the historical city of Heidelberg. The 100-hectare area, used until 2013 by the US army, is to become a model for how future cities can house our knowledge-based society.

Our team at the Digital Design Unit (DDU) will develop a custom version of 20,000 Blocks — the IBA_GAME | 20,000 BLOCKS — with the aim to involve the youngest citizens in envisioning the new PHV. Together with case studies conducted by the world-renowned offices of MVRDV, Carlo Ratti Associati, ASTOC, Ramboll Liveable Cities Lab and Bohn&Viljoen our contribution will inspire the urban vision by KCAP for the area of this new neighbourhood of Heidelberg.



Sauerbruch Hutton Architekten
Architecture Publications Editor
Freelance

Jun 2015 -
May 2016

Sauerbruch Hutton Architekten
Architecture Publications Editor
Architectural Assistant

Jul 2014 -
Jun 2015

Editing of architectural drawings and diagrams for a monograph publication by Sauerbruch Hutton 'Archive II'.

Education



Politecnico di Milano
Master's Degree, Architecture &
Urban Planning 107/110

2015 -
2017



University of Brighton
Bachelor's Degree, BA (Hons)
Architecture (2:1)

2011 -
2014