



ALEXANDROS ANTONOV

Senior Software Engineer, Ph.D. Candidate

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AAlexandros

TECH STACK

Java Python Groovy

C++ C C#

Solidity javascript

Bash/PowerShell Scripts

HTML CSS

MySQL PostgreSQL

MongoDB Git SVN

Gradle Maven

React.js web3.js

Angular Apache Wicket

REST/SOAP Web Services

IBM API Connect

Microsoft Azure

Websphere Application Server

Apache Tomcat

Truffle Suite

Apache Camel Jira

Linux Apache Hadoop

Apache Spark gnuplot

OTHER SKILLS

Teamwork

Time Management

Problem Solving

Multitasking Training

Critical Thinking

Presenting

Attention to Detail

Certified Scrum Master (PSM I)

ABOUT ME

During my 7 years of work in Industry and Academia, I've cultivated a dual passion: crafting well designed, thoroughly tested, and properly implemented large-scale systems while conducting profound evaluations and comparisons with the state of the art, pushing the boundaries of innovation.

EXPERIENCE

Software Engineer | Interamerican | Digital Solutions Department

2016-2020

Athens, Greece

- System Modeling (Problem Analysis, Usecase/Function Flow Diagrams, Architecture Design).
- Implementation (Back-End/UI Development, Database Management).
- Test Driven Development (Unit/End-to-End/Regression/Integration Testing).
- Communication with key stakeholders to develop optimal solutions based on client needs.
- Operating in a self-organized team, managing task estimations, and fulfilling Scrum Master duties within agile methodologies.
- Conducting R&D for technologies that meet department needs.
- Training and mentoring new team members.

EDUCATION

Ph.D. Candidate in Computer Science | Athens University of Economics and Business

2021 - Ongoing

Athens, Greece

Thesis: Dependable Network Overlays for Blockchain Systems

Fields: Blockchains, Peer-to-Peer Networks, Distributed Systems

M.Sc. in Computer Science | Athens University of Economics and Business

2020-2021

Athens, Greece

GPA: 9.33

B.Sc. in Computer Science | Athens University of Economics and Business

2011-2016

Athens, Greece

Specializations: Information Systems and Security, Computer Systems and Networks

GPA: 7.1

LANGUAGES

English: [Proficiency Certificate \(C2\)](#)

Greek: [Native Speaker](#)

Russian: [Native Speaker](#)

PUBLICATIONS


SecureCyclon: Dependable Peer Sampling | [ICDCS 2023](#)

Establishes a mechanism for sampling a set of pseudo-random peers in a P2P overlay, designed to withstand malicious actions. Funded by IOHK, the company behind the **Cardano** blockchain.

PROJECTS

Crypto Games | 

Developed two blockchain-based games: the popular SOS game with a focus on user experience, and a simple dice game designed to counteract malicious behavior. Both games are comprised of a Solidity smart contract and a React-based web interface, integrated using web3.js.

Bloom Filter-Based Multicast for Information Centric Networks | 



Implemented a prototype infrastructure utilizing the *Publish/Subscribe paradigm* to offer an alternative to network-layer multicast. Developed within the European project “Point: iP Over IcN – the betTer ip”.

Social Network Recommendation

Analyzed a real social network dataset to optimize item recommendations. Explored network diffusion to maximize the weighted sum of item outreach and average user ratings.