

ALEXI IKONOMOU

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SUMMARY

With 4+ years of developer experience, initially in Unity game development and later expanding into React, I am eager to advance my career. I've built applications that use tools such as Stripejs, MongoDB, Clerk Auth, and more. I am excited to work together in team projects and achieve my goal of becoming a senior software developer. Explore my portfolio at www.alexios.ca to see some of my projects!

PROJECTS

MUSIC TO SHEET - WEB APP

AI-Model | Clerk User Auth | Nextjs | Stripejs

- Developed an AI-powered web application that converts audio recordings into sheet music using the *basic-pitch* Python library for accurate note prediction
- Implemented Clerk authentication and database integration to prevent malicious spam requests to server
- Utilized Howler.js audio library to implement dynamic audio playback functionality, enhancing user engagement with immersive sound experiences
- Integrated Stripe.js payment and subscription management seamlessly into a full-stack application, ensuring secure and user-friendly handling of financial transactions and recurring billing. (Currently disabled)
- Customized Shadcn UI components to match the application's branding and design requirements, adding a unique and personalized touch to the interface.

REDDIT CLONE - REACT NATIVE APP

React Native | Python Backend | MongoDB

- Implemented full-stack development with React-Native front-end and python backend to create simple basic reddit clone with MongoDB
- Used asynchronous programming to handle GET and FETCH

CARD GAME (ONLINE MULTIPLAYER) - UNITY MULTIPLAYER GAME

Unity | C# | Netcode Networking | Sprites | Animations

- Designed and developed a multiplayer card game featuring Unity Netcode integration and Steam Functionality
- Designed individual client ownership for everyone to have their own perspective of the game.
- Handle synchronization between all clients so everyone sees the game happening in real-time from their own perspectives

EDUCATION

LANGARA COMPUTER SCIENCE - SOPHOMORE STUDENT - EXPECTED GRAD 2026

- Comprehensive study of computer science encompassing theoretical and practical aspects
- Proficient understanding of algorithms, programming languages, data structures, and software systems.

COURSE: REACT - THE COMPLETE GUIDE 2023 ON UDEMY

- Learned to seamlessly connect React applications with external API's, exploring techniques like fetching data, handling responses, and updating the UI dynamically
- Implemented React Router to manage navigation in web and mobile development
- Got hands on experience with react hooks and react components

COMPLETED COURSE: COMPLETE C# UNITY GAME DEVELOPER 2D

- Used math and vectors for realistic 2D game movements and interactions in unity
- Designed user-friendly interfaces to provide simple easy and seamless functionality
- Applied object-oriented programming practices to build scalable game design

WORK HISTORY

RECOVERY SUPERVISOR / MERCHANDISER - HOME DEPOT

2019 - Current

- Learned patient and respectful customer service experience with customers and coworkers.
- Managed a small team of associates, providing supervision and guidance to ensure successful completion of tasks while fostering a positive, safe, and engaging work environment
- Trained others how to use new software developments introduced into our system from the IT team

YOUTH LEADER - CAMP MET 2019 - CURRENT

2021 - Current

- Learned good communication within other leaders to organize and setup events and to give youth fun social experiences

AWARDS

- Dean's Honour Roll – Summer Semester 2022 at Langara with 3.53 GPA and 12 Credits in one semester
- Associate of the Month in Merchandising at Home Depot 7047 for always having a great attitude and helping the team whenever needed