

# EVANGELOS PIPILIKAS

A highly reliable and determined Computer scientist mostly interested in Machine Learning, Artificial Intelligence and Software engineering areas. Implemented several academic, professional and personal projects with extensive experience in designing and solving complex technical problems. Passionate about clean code, efficient systems and continuous learning. Able to collaborate and adapt effectively within a team. Committed to delivering high-quality and innovative solutions.



Aggelos Pipilikas



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Apipilikas



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## WORK EXPERIENCE

10/2022 – NOW

### SOFTWARE DEVELOPER ENTERSOFT

- Maintaining and enhancing Entersoft ERP Suite
- Collaborating with cross-functional teams in order to understand business requirements
- Debugging and resolving business, logic and performance associated issues
- Proposing improvements for better user interface and user experience
- Applying different design patterns and staying updated with emerging technologies
- Designing and providing optimized queries using Microsoft SQL Server

**VB Net Framework | VB | C# | SQL**

## EDUCATION

2018 – 2023

### BACHELOR OF COMPUTER SCIENCE ATHENS UNIVERSITY OF ECONOMICS AND BUSINESS

Relevant Coursework:

- Data structures
- Distributed Systems
- Software engineering
- Databases
- Data Mining
- Machine Learning
- Information Systems development
- Computer Systems Organization

**Final Grade : 8.15/10**

2015 – 2018

**HIGH SCHOOL** 1ST HIGH SCHOOL OF CHOLARGOS

Final Grade : 18.6/20

## MAJOR PROJECTS

2024 - NOW

**DB MODEL HANDLER** PERSONAL PROJECT

A structure that provides in-memory use of data. The main purpose of this implementation was to ensure data integrity before reaching the actual database.

2023-NOW

**EUROVISION VOTING APP** PERSONAL PROJECT

This is a web full-stack voting application in React for the eurovision song contest.

2023-NOW

**EUROVISION VOTING APP SERVER** PERSONAL PROJECT

This is the server side of the eurovision voting application. It uses db-model-handler to ensure data integrity.

2022

**TOWARDS GREEN** ACADEMIC PROJECT: INFORMATION SYSTEMS DEVELOPMENT

This is an Android full-stack application that promotes the value of volunteering work. Consists of two main projects : client and server.

2021-2022

**ID3 IMPLEMENTATION** ACADEMIC PROJECT: ARTIFICIAL INTELLIGENCE

This is the ID3 implementation project in Java for the course Artificial Intelligence at AUEB. The process involves training, processing data and computing entropy and information gain.

2020-2021

**TIKTOK APP** ACADEMIC PROJECT: DISTRIBUTED SYSTEMS

This is a distributed TikTok clone app in Java for the course Distributed Systems at AUEB. Main purpose of this project was to create a full stack application, as well as its distributed server.

2019-2021

**DATA STRUCTURE PROJECTS** ACADEMIC PROJECT: DATA STRUCTURES

This is a series of projects for the course Data Structures at AUEB. Main purpose of the project was to implement structures such as linked lists, circular lists and two-D tree in order to apply them in complex algorithms such as Theseus maze.

## **TECHNICAL SKILLS**

### **SCRIPTING EXPERIENCE**

VB.NET, C#, Java, Python, C++, C, Javascript, Typescript, SQL, HTML / CSS

### **OTHER EXPERIENCE**

DOT NET Framework, Microsoft SQL Server, Github, Kali Linux, nmap, Wireshark, nodejs, npm, pgAdmin, database Design, API Design, Flutter / Dart, Android Studio, Network protocols

## **SOFT SKILLS**

### **COLLABORATIVE**

Experienced in working closely with cross – functional teams

### **TIME MANAGEMENT**

Skilled in prioritizing tasks and meeting project deadlines

### **CRITICAL THINKING**

Able to evaluate options and find optimal solutions

### **ACCOUNTABILITY**

Takes ownership of tasks and deliver reliable results

### **PROBLEM SOLVING**

Strong ability to analyze issues and design efficient solutions

### **COMMUNICATIVE**

Able to explain technical concepts to both non-technical and technical stakeholders.