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 deliver high-quality and innovative solutions.











apipilikas@gmail.com



+030 6978069602



apipilikas.github.io

WORK EXPERIENCE

10/2022 - 07/2025

SOFTWARE DEVELOPER ENTERSOFT

- Maintain and enhance Entersoft ERP Suite
- Collaborate with cross-functional teams in order to understand business requirements
- Debug and resolve business, logic and performance associated issues
- Propose improvements for better user interface and user experience
- Apply different design patterns and stay updated with emerging technologies
- Design and provide optimized queries using Microsoft SQL Server VB Net Framework I VB I C# I SQL

EDUCATION

2025 - NOW

MASTER SOFTWARE ENGINEERING UNIVERSITY OF AMSTERDAM

Relevant Coursework:

- Requirements Engineering
- Software specification, verification and testing

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 cource 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.