APOSTOLOS FOTOPOULOS

Software Engineer | +306957822460 | apfotopoulos1997@gmail.com | [Portfolio](#)

Skills

FRONTEND

Javascript, Typescript, Html, Css, Tailwind Css, Bootstrap, React, Redux, Next.js

BACKEND

Javascript, Typescript, Node.js, Express.js, MongoDB, PostgreSQL, MySQL, Neo4j, SQL, Cypher

DEVOPS

AWS, Docker, Nginx

DESKTOP

Javascript, Node.js, Electron, Unity, C#, Java

ANDROID

Unity, C#, Flutter, Dart

EMBEDDED

ArduinoIDE, PlatformIO, C, C++

OTHER

Matlab

Experience

10/2023 – PRESENT

Backend Engineer at Valmore Technologies & Neogen Corporation (Remote)

Worked as a backend developer for Neogen Corporation (Outsourced by Valmore Technologies). Took part on developing the [Neogen Analytics Platform](#). The technologies used were Node.js, Javascript, Express.js and MongoDB.

03/2022 – 09/2023

Software Engineer at EVOL (Thessaly Volos)

Took part in developing a desktop app with Electron that keeps track of things like the influx and storage of milk in the factory (EVOL is a milk factory), the production of each product and more. Also had maintenance duties.

03/2021 – PRESENT

Software Engineer at BME (Remote)

Took part in several projects including, web development with the PERN (PostgreSQL, Express.js, React, Node.js) stack, game development with Unity and embedded development with ArduinoIDE and PlatformIO.

01/2019 – 09/2019

Game Developer at Erasmus+ (Thessaly Volos)

Participation in the Erasmus+ project "Flying with the wings of Mythology through time and space" by creating a mobile game that runs in android systems. The game was created with Unity.

Education

University of Thessaly

Master of Engineering – MEng, Electrical and Computer Engineering, 8.15

2015 – 2020

Languages

- Greek
- English

Extra

- Fulfilled military obligations
- Driver's license