Christos Karamolegkos

Informatics and Telecommunications Engineer

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Birth date: 24 May 1996



Short Note

My name is Christos Karamolegkos and I am an aspiring Software Engineer and Web Developer, studying at the University of Western Macedonia. I was born in Athens, Greece and I have been living in the country ever since. I speak natively Greek and English as a second language. My passion is problem solving and designing solutions. I am a hard worker, very eager to learn new things and expand my capabilities every day, using always the most updated tools and information provided.

Education



University of Western Macedonia

2014 - Now

Dept. of Informatics and Telecommunications Engineering

• Currently studying to acquire my diploma.



ECESCON 8

03 - 05/04/2015

NATIONAL CONFERENCE OF STUDENTS OF ELECTRICAL AND COMPUTER ENGINEERING

• Participation in the conference.

Skills

Diagnose / Repair Softw

Systems Administration Programming

Web development

Operational Systems

Miscellaneous Languages Software and hardware problem identifying and solving.

Unix, NGINX, TLS, SSH, VMware/Virtualbox

C/C++, Java, Python, LATEX

HTML/CSS, Bootstrap, Javascript, JQuery, Ajax, PHP, SQL

Windows, Linux, Android

Office, Algorithmic Design, Project Organizing, Driving License (B)

Greek (native), English (C2)

Experience



GFOSS

July 2019 - Now

JUNIOR SYSADMIN

• Internship as Junior SysAdmin.

Freelancer 2018 – Now

Programmer

• Undertaking software development projects from individuals and organizations

• Tutoring University classes like C/C++, Java, Web development, SQL, Artificial Intelligence, Algorithm Design and Software Technology

Voluntary Activities

Centre of Social Welfare, Region of Central Macedonia

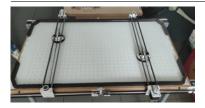
2018 - Now



SOFTWARE DEVELOPER

- Core developer of a web application that monitors therapeutic procedures on treated inmates.
- More details can be found on diavgeia.

Portfolio

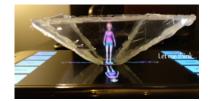


Air Hockey Robot

Oct. 2018 - Feb. 2019

PROJECT AT THE UNIVERSITY OF WESTERN MACEDONIA

- Implementation of a joystick-controlled Air Hockey Robot.
- Developed in Arduino, using the AccelStepper and Bounce2 libraries.

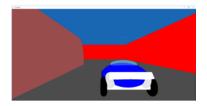


Android 3D Hologram Assistant

Aug. - Oct. 2018

Project at the University of Western Macedonia

• Implementation in Android Studio, using Java.



Simple Car Game

Dec. 2017 – Feb. 2018

PROJECT AT THE UNIVERSITY OF WESTERN MACEDONIA

• Implementation C, using OpenGL glut32.