Christos Karamolegkos

Software Engineer · Web Developer

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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
Dept. of Informatics and Telecommunications Engineering

2014 – Now

- Currently studying to acquire my diploma.

ECESCON 8
National Conference of Students of Electrical and Computer Engineering

03 – 05/04/2015

- Participation in the conference.

Skills

Diagnose / Repair	Software and hardware problem identifying and solving.
Systems Administration	Unix, NGINX, TLS, SSH, VMware/Virtualbox
Programming	C/C++, Java, Python, LaTeX
Web development	HTML/CSS, Bootstrap, Javascript, JQuery, Ajax, PHP, SQL
Operational Systems	Windows, Linux, Android
Miscellaneous	Office, Algorithmic Design, Project Organizing, Driving License (B)
Languages	Greek (native), English (C2)

Experience

GFOSS
Junior SysAdmin

July 2019 – Now

- Internship as Junior SysAdmin.

Freelancer
Programmer

2018 – Now

- 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

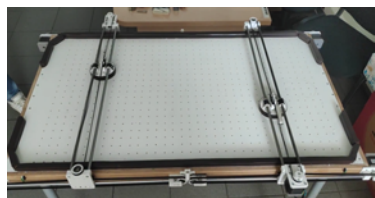

Centre of Social Welfare, Region of Central Macedonia
SOFTWARE DEVELOPER

2018 – Now

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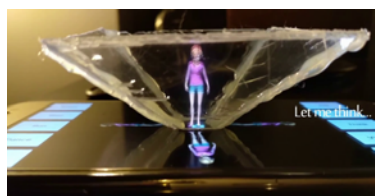- More details can be found on *diavgeia*.

Portfolio

Air Hockey Robot
PROJECT AT THE UNIVERSITY OF WESTERN MACEDONIA

Oct. 2018 – Feb. 2019

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

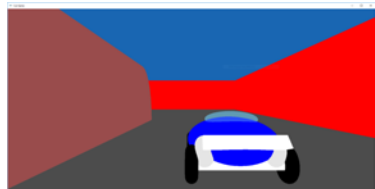### Android 3D Hologram Assistant
PROJECT AT THE UNIVERSITY OF WESTERN MACEDONIA

Aug. – Oct. 2018

- Implementation in Android Studio, using Java.

Simple Car Game
PROJECT AT THE UNIVERSITY OF WESTERN MACEDONIA

Dec. 2017 – Feb. 2018

- Implementation C, using OpenGL glut32.