## **Costa Aspromourgos**

Mobile: 0447 364 567 Email: cgaspro2@gmail.com

## **Education**

## Queensland University of Technology - Set to Graduate 2023

- Studying Bachelor of Engineering (3<sup>rd</sup> Year)
- Double Major in Software Engineering and Computer Systems.

### **Employment History**

#### Mapien - Executive Assistant (Jan 2020 - Present)

- Gained valuable experience working in a professional company environment
- Worked directly with the founder and CEO
- Assisted with creating presentations for the executive officers.
- Managing and ordering stationary.
- Administrative tasks.
- Ability to work autonomously and efficiently

# GYG - Cook (Dec 2018 - 2020)

- Prepared food for customers.
- Performed food prep when needed and organised inventories.
- Gained experience in a fast place environment.
- Learned how to follow correct procedures.

## McDonalds - Crew Member (Dec 2016 - 2017)

- Gained customer service experience.
- · Cleaning.
- Gained experience in a fast place environment.
- Learned how to follow instructions and procedures.

## **Personal Projects**

- Personal Website <a href="https://costaaspro708.github.io/me/">https://costaaspro708.github.io/me/</a> A responsive single paged website to display information about myself and some of the projects I have worked on. This website was with React.js, jQuery and basic CSS.
- **Sokoban Solver** –A sokoban solver made in python. This was made by using the A\* search algorithm.
- **Soduko Solver** A web application to solve a soduko puzzle. This was made in javascript and uses backtracking to find the finished state.
- **Wordle Solver** A web application to help solve wordle puzzles. Uses regex to search for available words to guess from.
- **Conway's Game of Life** A web application based on Conway's game of life simulation. This was built in react with the use of hooks to manage the state of the cellular automation.
- Flower Classifier An image classifier that classifies an image into one of five categories of flowers. This was made by using transfer learning and the mobilenetv2 network