

Dimitrios Fkiaras

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SUMMARY

Software Engineer specializing in Web Development, with over 2 years of experience designing and delivering responsive, user-friendly digital solutions. Experienced in creating both desktop and mobile applications, ensuring products are functional, engaging, and aligned with user needs. Known for strong problem-solving skills and a collaborative approach, working effectively with cross-functional teams to bring projects to completion while meeting business objectives.

EDUCATION

M.S.C., Immersive Technologies - Innovation in Education, Training and Game Design Feb 2023 - May 2024
Democritus University of Thrace, Remote, Greece 9.15 GPA

Relevant coursework: Cross-Platform Game Development, Fundamentals of Augmented Reality, Fundamentals of Virtual Reality, Immersive Software, Security and Privacy issues in Immersive Technologies

B.S.C., Computer Engineering Sep 2018 - Feb 2023
International Hellenic University, Kavala, Greece 7.17 GPA

Relevant coursework: Object Oriented Programming, Introduction to Web Programming, User Interface Programming, Programming Techniques, Algorithms and Data Structures, Software Project Management

TECHNICAL SKILLS

Programming: C#, C++, Java, Python, JavaScript, SQL

Web Development & Frameworks: HTML, CSS, WordPress

Game & AR/VR Development: Unity, ARKit, ARCore, Cross-Platform Development

Databases: MySQL, Oracle DB

Design and Productivity Tools: Adobe Photoshop, Microsoft Office

Tools & Platforms: Git, Visual Studio, VS Code, IntelliJ, Windows Server, VMware

PROFESSIONAL EXPERIENCE

AETMA Lab, Kavala, Greece: Software Engineer | Web Developer Oct 2022 – Sep 2024

- Built and maintained the official website of AETMA Lab (HTML, CSS, JavaScript, WordPress, VS Code)
- Implemented an AR educational game to promote children's cyber safety using one of the lab's applications (ARTutor 4)
- Designed AR mockups and educational cards to support game development (Photoshop)

AETMA Lab, Kavala, Greece: Software Engineer | Web Developer Intern Apr 2022 – Sep 2022

- Co-developed an AR mobile application for android and iOS, to help educators create interactive learning materials without coding (Unity, C#, ARCore, ARKit, Augmented Reality)
- Built and maintained the official website for two major academic conferences to facilitate communication and participant engagement (CSS, HTML, WordPress, VS Code)

ACADEMIC PROJECTS

Cyber Security AR Mar 2021 – May 2022

- Created an AR educational app for android, to teach children (9–17 years old) and adults about online risks and safe digital practices.
- Developed as part of undergraduate thesis using Unity, ARCore and C#
- Integrated Microsoft Azure PlayFab for backend services and user data management
- Aimed to raise awareness and provide strategies for online risk prevention and response

OTHER WORK EXPERIENCE

Hellenic Army, Soufli, Greece: Computer and Network Specialist (Military Service) Sep 2024 – Jun 2025

- Managed LAN, Windows Server, and VMware ESXi for 3,000 users, achieving 99% uptime and secure communications
- Upgraded and secured critical IT hardware, ensuring system reliability and performance
- Administered secure military communication platforms
- Trained and coordinated IT personnel and reservist technicians

LANGUAGES

Greek: Native

English: Fluent