

DIMITRIOS FKIARAS

Full Stack Software Developer

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PROFESSIONAL SUMMARY

Motivated Full-Stack Software Developer with 2+ years of experience building web applications, cross-platform solutions, and AR/VR platforms. Skilled in Unity, C#, JavaScript, TypeScript, WordPress, HTML/CSS, and related technologies. Experienced in creating interactive platforms, AR games, and VR environments. Also knowledgeable in IT systems management, including LAN, Windows Server, and VMware. Strong problem-solving and collaboration skills with a track record of delivering end-to-end solutions.

SKILLS

- **Programming & Development:** C#, C++, Java, Python, JavaScript, TypeScript, SQL.
- **Web Development & Frameworks:** HTML, CSS, WordPress.
- **Databases:** MySQL, Oracle DB.
- **Game & AR/VR Development:** Unity, ARKit, ARCore, Cross-Platform Development.
- **Tools & Platforms:** Git, Microsoft Azure, Visual Studio, VS Code, IntelliJ, Windows Server, VMware.
- **Soft Skills:** Problem-Solving, Teamwork, Effective Communication, Adaptability.

WORK EXPERIENCE

Hellenic Army: 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.

AETMA Lab: Full Stack Software Developer May 2023 – Aug 2024

- Built a web-based platform using WordPress, HTML, CSS, and JavaScript, to streamline educator collaboration and resources.
- Implemented an AR educational game with ARTutor4 to promote children's cyber safety.
- Designed AR mockups and educational cards in Photoshop to support game development.

AETMA Lab: Full Stack Software Developer - Internship Apr 2022 – Jan 2023

- Engineered an AR educational platform in Unity (C#), enabling educators to create interactive AR learning experiences.
- Built and maintained the official websites for AETMA Lab and ETPE 2023 using WordPress, HTML, CSS, and JavaScript.
- Developed a VR learning space for IMT MSc, using Altspace, Unity, C#, and TypeScript.

EDUCATION

Democritus University of Thrace (D.U.Th.) | Remote Feb 2023 – May 2024

MSc Immersive Technologies, GPA: 9.15/10

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

International Hellenic University (IHU) | Kavala, Greece Sep 2018 – Feb 2023

BSc Computer Engineering, GPA: 7.17/10

Thesis Title: Cyber Security AR - An AR app for Android educating users (primarily ages 9–17) on internet safety, online risks, and prevention strategies.

LANGUAGES

- **Greek:** Native
- **English:** Fluent