

DIMITRIOS FKARAS

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SKILLS

- C#, CSS, HTML, JavaScript, TypeScript, Java, C/C++, Python, SQL
- Cross-Platform App Development, Web Development, AR/VR Development, Unity, ARKit, ARCore, CMS, WordPress, VS Code, IntelliJ IDEA, Eclipse, Netbeans, PyCharm, Git, Microsoft Azure, MySQL, Oracle DB, Microsoft Photoshop, Microsoft Office, Canva

WORK EXPERIENCE

Hellenic Army: *Computer and Network Specialist*

09/2024 – 06/2025

- Managed LAN infrastructure, Windows Server environments and VMware ESXi virtual machines.
- Delivered technical support for headquarters staff and brigade personnel, ensuring continuous system uptime and secure communications.
- Maintained and upgraded computer hardware across critical systems.
- Supported secure military communication platforms in operational and training environments.
- Trained new IT personnel and coordinated activities with reservist technicians to ensure consistent and reliable service.

AETMA Lab: *Software Developer*

05/2023 – 08/2024

- Developed and administrated a web-based Micro-Laboratory platform using WordPress and custom CSS, aimed at improving teaching practices and facilitating knowledge sharing among educators.
- Collaborated with the Greek Cyber Crime Unit Lab, and the IMT MSc program to implement an educational AR game using one of the applications of the lab (ARTutor 4), aimed at raising cyber safety awareness among children aged 9–17.
- Designed mockups and game cards using Adobe Photoshop, focusing on cybercrime awareness and safe online behavior.

AETMA Lab: *Software Developer Intern*

04/2022 – 01/2023

- Co-developed an AR educational app for Android and iOS using Unity and C#, aimed at enabling educators worldwide to create interactive, tech-enhanced materials without coding experience.
- Built and administrated the official website of AETMA Lab and the website of the 13th Panhellenic/International Conference "ICT in Education" and the 11th Panhellenic Conference "Didactics of Informatics", using WordPress and CSS.
- Developed the initial version of the IMT MSc VR Space using Altspace, Unity, C#, and TypeScript.

EDUCATION

Democritus University of Thrace (D.U.Th.) || Remote

02/2023 – 05/2024

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

09/2018 – 02/2023

BSc Computer Engineering, GPA: 7.17/10

Relevant Coursework: Object Oriented Programming, User Interface Programming, Programming Techniques, Software Project Management, Algorithms and Data Structures, Advanced Database Topics

LANGUAGES

- **Greek:** Native
- **English:** Professional Working Proficiency (B2)