Alexandros Angelos Lappas

Software Developer

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Profile

Previously a Second Navigational Officer on merchant fleet, now eager to change my career and very enthusiastic about the IT field. Determined and passionate about the path I'm taking in.

Employment History

Maritime Industry, Second Navigational Officer

May 2014 - June 2022

- Demonstrated strong leadership skills by overseeing and coordinating the activities of deck crew members, fostering a culture of teamwork and collaboration.
- Developed proficiency in crisis management and decision-making, successfully navigating through challenging situations and emergencies at sea.
- Conducted routine safety drills and emergency preparedness exercises, contributing to crew readiness and operational efficiency.
- Maintained and repaired radio communication equipment, facilitating effective communication with other vessels, ports, and maritime authorities.
- Prepared and submitted comprehensive reports and documentation to company headquarters, documenting vessel activities, incidents, and regulatory compliance.
- Managed medical supplies, safety equipment, and navigational instruments onboard merchant vessels, ensuring compliance with maritime regulations and safety standards.
- Utilized navigational charts and electronic navigation systems to plot courses, monitor vessel position, and navigate safely through various weather conditions and sea routes.

Education

- *42 Wolfsburg, Wolfsburg*
  May 2023 - Present
  Currently studying at 42 Wolfsburg, I have acquired skills **in C language** and **C++ language** programming which helped me progress through the Core Curriculum and taught me the aspects of coding in these languages.

- *Master's Degree, Kherson National Maritime Academy, Kherson*
  September 2016 - June 2018
  Final project - Comprehensive Study of the Voyage Las Palmas (Canary Islands) - Tilbury (England) for m/v "JRS Capella".

- *Bachelor's Degree, National University «Odessa Maritime Academy», Mariupol*
  September 2012 - June 2016
  Graduated with honours.

Projects

Cub3D Project, 42 Wolfsburg (GitHub link)

Completed Cub3D project at 42 Wolfsburg, mastering raycasting and 3D graphics rendering in C. Developed a maze exploration game resembling Wolfenstein 3D, showcasing expertise in ray-tracing algorithms, texture mapping, and perspective projection. Demonstrated proficiency in low-level programming and graphics manipulation. Strengthened problem-solving skills and ability to work creatively within project constraints.

Minishell Project, 42 Wolfsburg (GitHub link)

Completed Minishell project at 42 Wolfsburg, mastering UNIX system programming and shell scripting. Developed a minimalistic Unix shell with essential functionalities including command execution, environment management, and basic job control. Strengthened understanding of system calls, process management, and command-line interfaces through rigorous testing and debugging. Enhanced problem-solving abilities and collaborative skills within project constraints.

Links

LinkedIn

GitHub

Soft Skills

- *Teamwork*
- *Communication*
- *Leadership*
- *Problem-solving*
- *Adaptability*
- *Resilience*

Hard Skills

- *C Language*
- *C++*
- *Python*
- *SQL*
- *Docker*
- *Unreal Engine 5*
- *Adobe Creative Suite*

Languages

- *English (C1)*
- *Russian (C2)*
- *Ukrainian (C2)*
- *Greek (A2)*

Citizenships

- *United States of America (USA)*
- *Greece*
- *Ukraine*