­

Contact

**Phone:**

(+30)6987217558

**Email:**

elenimarampea@gmail.com

**LinkedIn:**

[Eleni Marampea](https://www.linkedin.com/in/eleni-marampea/)

**Github:**

[EleniMar](https://github.com/EleniMar)

Skills

**Web Development:** HTML5, CSS3, JavaScript, React.js

**Programming Languages:** Python, JAVA

**Other Tools:** MS Office, Git/Github

Languages

English – C2

German – C1

Dutch – A2

Hobbies

* Classical Piano
* Guitar
* Music Theory
* Travelling

Εικόνα που περιέχει άτομο, ρούχα, γυναίκα, ιδιοκτησία

Περιγραφή που δημιουργήθηκε αυτόματα

Eleni Marampea

Profile

Hard-working Computer Science graduate, seeking an Internship to apply the skills I acquired and gain experience as a Web Developer.

**Current Location:** Athens, Greece. Willing for relocation.

Education

**Athens University of Economics and Business, 2015-2020**

**Department of Informatics, BSc**

The curriculum includes courses on the core of

Informatics (programming, algorithms, computer organization, databases, networks, software engineering, etc.), courses on mathematical background, courses on economics and management science.

**Specialization modules:**

* Theoretical Computer Science
* Databases and Knowledge Management

Academic Projects

|  |  |
| --- | --- |
| **Distributed Systems Music Player Project**  Java application that allows the user to search for a song or an artist and play the requested song. The application consisted of 6 components, that ran on different computers and communicated via sockets.  **Data Mining Project**  Python application that predicts the number of bikes that will be owned or rented, based on a dataset of 2 previous years. The project included feature engineering and data visualization. The algorithm that was chosen for the prediction was Random Forest with cross validation. | **Web Development Movie Search Project**  Front-end web application that returns information for requested movies, from the OMDB API. It is built using HTML5, CSS3 and JavaScript.  **Riversi Game Project**  Python application that allows user to play Riversi with the computer. The user can choose the level of difficulty, that defines which heuristic function will be used to compute the score. For the computer’s decisions, the MinMax algorithm was implemented in the program. |

Extracurricular Activities

**Team Member, AIESEC** **Oct. 2015-March 2016**

Event organization and presentations in order to inform the students about volunteering opportunities in foreign countries and assist them with the planning of their trip.