

EVANGELOS NIKOLOAS EMPOCHONTSIF

SOFTWARE ENGINEERING STUDENT

<https://github.com/EvanNikaloasTheFirst>

My portfolio: <https://evannikaloasthefirst.github.io/MyPortfolioV3/>

CONTACT

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SOFT SKILLS

Communication



Analytical skills



Ability to work in a team



Ability to work individually



Good team player



ABOUT ME

A self-driven and motivated individual who enjoys learning new information and applying that knowledge. Combining this with an exceptional amount of passion for front and back-end development I have constantly kept my knowledge fresh and up to date by frequently producing projects and attending online courses to increase my knowledge within the Software Engineering space. Which has resulted in developing a strong foundational base with HTML, CSS & JavaScript. A strong confident communicator, ability to listen and take on information and well-versed analytical skills I thrive with finding answers to problems using all the resources available to my disposal. I also have a social media account on Instagram where I share educational information regarding the development space and educate other who seek my help.

Outside of my passion for software engineering I am part of a semi-professional football team which I take part in for several reasons. It allows me to remain healthy, work within a team and challenge myself mentally and physically as every training session and every fixture are never identical. I am also an avid reader and have been reading daily for the past three years as the feeling of unravelling information from an author is unrivalled. In addition to this I routinely visit the gym to also keep my mental and physical shape in order. This also maintains my discipline which assists me to achieve frequent goal I set to keep myself in the best possible physical condition I can achieve.

As iterated in the statements above I believe the conscious decision to constantly improve oneself mentally, physically, and intellectually is an ongoing life test which is required to truly understand what the world has to offer.

PERSONAL PROJECTS

Project 1: Quiz web application - Within the summer months I took it upon myself to enhance my skills within the industry I see myself working in post-graduation. After researching skills that Software Engineers / Front – end developers require is the ability to work with APIs. I created a Quiz application using **HTML, CSS, JavaScript, and an API**. I took part in an API course which I found on YouTube and followed along with the project within the course. After iterating over the information, I began to work on this project. This project can be found on my GitHub.

Link: <https://evannikaloasthefirst.github.io/Quiz-App/>

Project 2: Weather Application – Following on from my YouTube course of the Introduction to APIs I created another API which requests the user to input a location anywhere in the world and the application returns weather information regarding details about the user's input. Again, I used **HTML, CSS, JavaScript, and a 3rd party API**.

Link: <https://evannikaloasthefirst.github.io/Weather-App/>

Project 3: **Pokémon Game** - I was required to create an interactive story within any version of Java to display I understood basic programming concepts for a internship I had applied for at airbus. It is an interactive Pokémon game where the user navigates through the application using numerical inputs to determine the various paths you can take. Different character can be used which can results in the user having a easier or hard experience iterating through the game.

Link: <https://github.com/EvanNikaloasTheFirst/pokemonGame>

Link: <https://evannikaloasthefirst.github.io/DanielsCharityCup/>

Project 4: **MySQL – Group project** – We were required to create a database where we created multiple table, primary key, foreign keys and more with the assignment.

We were required to add data,alter and delete table from the table via various queries. We ensured that the correct data integrity was followed. I as project leader was in charge of assiging roles to each member based on what areas of the database each participant was comfortable with based on previous examination results. We used MySQL to produce this project and in the end we achieved an A+.

Project 5: **Music Portfolio** – After obtaining an A in my first Web development module I took it upon myself to extend my knowledge of HTML & CSS by creating a personal portfolio for an artist and close friend of mine. I used skills I was taught within the module aswell as finding more skills within the internet.

Link: <https://evannikaloasthefirst.github.io/Marleys-Portfolio/>

Project 6: **Space Invader** – This was an assignment set for my final graded task within my web development module. Here we were tasked with adding functionality to a game which already possesses the base HTML and CSS for the game. This task really provided me with the ability to use the internet to overcome issues where I was unclear on as I did not have constant access to my lecturer. My problem-solving abilities really improved as I was required to uses resources such as StackOverflow and Youtube to really understand concepts within JavaScript. For this assignment I achieved an A-.

Link: <https://evannikaloasthefirst.github.io/SpaceInvaders-CSY1018/>

TECHNICAL SKILLS

JavaScript



HTML



CSS



Java



jQuery



API



UNIVERSITY PROJECT

SOFTWARE ENGINEERING 1

Grade: A, A+

Within this module we covered the creation of a product for a given purpose. Here we were tasked with creating 3 products. A website, kiosk, and a database management system. We were introduced into the software life cycle and covered part of the cycle within the first year. We were required to obtain information via interviews & group presentations to create a draft which accurately fits the requirements of the client. We produced wireframes, document regarding the products and presentations to be displayed to the client and for their use.

DATABASES 1

Grade: A, A+

EDUCATION

University Of Northampton

2021-2024 (Graduation year)

BSc - Software Engineering

USP College

2019-2021

BTEC Level 3 – Engineering (Extended diploma)

Grade: DDD

Loughborough College

2017-2019

BTEC Level 3 – Sports and Exercise (Extended diploma)

Grade: DDD*

Extra curricular activities:

Mens football club 2017-2019

Woodlands Secondary School

2012-2017

Mathematics – 6

English Literature – 6

English Language – 7

Physical Education – A

Geography – C

Double Science – B

German – C

IT – 7

Within this module, we covered data modelling techniques to establish, modify and maintain data structures and associated components like entities, relationships, and attribute definitions.

We were taught how to establish database applications and transfer and apply them to development requirements into a physical database structure using industry-standard software (MySQL and SQL). For the first exam we were tested on our knowledge of the design and terms of Databases. In the second exam we were in groups and required to design a database using the knowledge we learned within the first exam for exemplifying querying, deleting, and modifying data within a database.

Problem Solving and Programming

Grade: A, A+

Within this module we covered the basics of Object orientated programming using Java. We covered topics such as classes, objects, inheritance, and encapsulation within the first year. We created several programs to develop our ability to problem solve and we were tested within this at the end of the term via exam testing our Java knowledge. My programs have been uploaded onto my GitHub for deeper information regarding it.

Web Development

Grade: A, A-

Within this module we covered the HTML and CSS initially to iterate through the possibilities of what can be made using these tools. We were then tasked to produce a personal portfolio which would then be assessed to see how well we understood the 2 technologies. Within this assignment I was awarded an A which I do believe was deserved. I began to think outside of the box to make my project personal and used applications such as Adobe Photoshop to create unique backgrounds. For the second assignment we covered the fundamentals of JavaScript and then we were given premade code of a 'space-invader' type game, and we were tasked with creating several different functions to allow the game to work as required with the requirements sheet distributed by the course leader. We were required to complete this assignment within a specific period which allows us to experience the pressure of completing a project for a 'client' in a real-world environment. For this assignment I achieved an A-.

Computer Communications

Grade: B, A-

In this module, we covered the use of networks, protocols, and the transferring of data between devices. In specific how networks affect our daily lives and the role of data networking in human networks. Topics covered within this module include the following: Reference Model

- Network Architecture
- Application Layer
- DNS, FTP, Telnet
- Transport Layer
- IP Addressing
- Network Layer