

Xenofon Rafail Papadopoulos

Embedded Software Engineer

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📍 Thessaloniki, Greece

🔗 GRxeno

🌐 Personal Portfolio

🌐 [xenopap](#)

ABOUT ME

Hi, I am Xenofon Papadopoulos, a driven and passionate graduate of Computer Science at University of Ioannina. My childhood's fascination with computers has not only grown stronger over the years but has also converged with a profound interest in astronomical engineering, creating a delightful fusion of passions, that now propels me towards a career inspired by curiosity and innovation. Driven to learn and grow, my goal is to influence society positively with my skills. I mainly spend my day refining abilities, focusing on the exciting realms of video games, computer hardware, and space industries. I also like playing football, I am not good at it, but I like it.

EXPERIENCE

Embedded Software Developer

Kenotom

📅 Aug 2021 – Currently

📍 Thessaloniki, Greece

Kenotom is a privately owned engineering services provider for Embedded and Control Technology. During my time with the company, I worked on 3 different projects with 20+ different colleagues and 4 programming languages.

- Worked with 3 senior developers from whom I learned a lot on how to produce more readable, reliable and clean code.
- Learned to write detailed documentation, conduct proper unit tests, and perform code reviews for colleagues.
- Attended 100+ meetings with clients discussing project architecture, requirements and milestone goals.
- Over-watched, managed and trained a small team of younger engineers.

VOLUNTEERING

Embedded Software Developer

SpaceDot

📅 Aug 2023 – Currently

📍 Thessaloniki, Greece

SpaceDot is an interdisciplinary student team doing research on space applications. I am a member of the *On-Board Computer* team at the *AcubeSAT* project, responsible for designing and implementing hardware and software for satellite management, including:

- Developing open-source OBC software for reliable satellite operations, utilizing ARM-based microcontrollers to optimize subsystem functions.
- Collaborating on hardware and software testing.
- Ensuring adherence to space standards for software reliability.

SKILLS

Hard-working

Attention to Detail

Creative Problem Solving

Dedication

Desire to learn

Professional Googler

Apps:

VS Code

LaTeX

WSL

Git

Jira

Trace32

Eclipse

STM32

GTest

Visual Studio

Microchip

FreeRTOS

Programming Languages:

C++

90%

C

90%

C#

80%

Python

70%

0%: Don't know it at all, 100%: I'd love to work with

LANGUAGES

Greek

English



1:B1, 2:B2, 3:C1, 4:C2, 5:Mother Tongue

EDUCATION

Integrated Master in Computer Science & Engineering

University of Ioannina (UOI)

📅 Aug 2017 – Jun 2023 🎓 Diploma Thesis