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## WORK EXPERIENCE

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### **Natech S.A. , Ioannina, Greece**

Software developer Intern

Jul 2016 – Aug 2016

- worked on developing a ASP.NET MVC web application  
→ C# , MVC

## EDUCATION

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### **University of Ioannina, Department of Computer Science & Engineering , Greece**

- BSc in Computer Science & Engineering Sep 2011 – Sep 2017  
→ thesis: *Routing Methods with Machine Learning on Delay Tolerant Networks.*
- Currently pursuing *Msc in Computer Science & Engineering* Sep 2017- Present

## TECHNICAL SKILLS

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Intermediate	<ul style="list-style-type: none"><li>◦ <b>Java (SE, EE)</b> – used at university courses and various projects</li><li>◦ <b>Unity3D</b> – used on university courses, online courses and various projects</li><li>◦ <b>C#</b> – used at Natech S.A.</li></ul>
Basic	<ul style="list-style-type: none"><li>◦ <b>C++</b> - used at university courses</li><li>◦ <b>Python</b> – used at university courses</li><li>◦ <b>Linux</b> - used at university courses</li><li>◦ <b>ASP.NET MVC</b> – used at Natech S.A.</li><li>◦ <b>OpenGL</b> – used at university courses</li></ul>

## OTHER SKILLS AND INTERESTS

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Languages	Greek (native), English (fluent), Dutch (fluent)
Interests	Networks, Graphics, Software Development

## ORGANIZATIONS

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IEEE	Student Membership	2- years Active
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## CERTIFICATES

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ECCE-LOWER (B2)	University of Michigan	English
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FCE-LOWER (B2)	University of Cambridge	English
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## OTHER ACTIVITIES

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IEEE	Participation in the IEEEExtreme Programming Competition 9.0
IEEE	Participation in the IEEEExtreme Programming Competition 10.0
Google	Participation in the "Hash Code" Programming Competition
Udemy	Unity3D-Master Unity by building games from scratch