

Andreas Thoma

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EXPERIENCE

Full Stack Developer (Angular & FastAPI: 6 months, React/NextJs: 1 year, Django: 2.5 years) Nov. 2022 - Nov. 2025
Infinite Fusion Tech Ltd | Qormi, Malta (Remote)

Collaborated with cross-functional teams to integrate software components into fully functional systems. Documented software designs, processes, and procedures to facilitate future maintenance and enhancements. Involved in code reviews to ensure code quality and adherence to standards.

Key Responsibilities:

- Directed end-to-end process of architecture, design, programming and deployment of assigned projects
- Evaluated and determined the functionalities and technologies to be employed, including selecting appropriate Front-End frameworks, Back-End frameworks, and database systems based on project requirements

Full Stack Developer (React, NextJs, FastAPI) July 2022 - Oct. 2022

Ianus Consulting | Larnaca, Cyprus

Collaborated with the development team to analyze client requirements and design software solutions. Developed and maintained software applications using various programming languages. Conducted thorough testing and debugging of software applications to ensure high quality and performance.

- Created Full Stack applications utilizing various frameworks tailored to specific project requirements.
- Contributed to internal and EU-funded innovation projects; leveraged expertise to drive successful outcomes and deliver innovative solutions.

Front End Software Developer (Angular) Sept. 2021 - May 2022

Philoshopic | Nicosia, Cyprus

Translated app designs into functional front-end code. Involved in code reviews and providing constructive feedback to ensure code quality and maintainability. Identified and addressed performance and security issues in front-end applications.

- Ensured seamless integration of UI components with APIs and databases by liaising with back-end developers
- Collected and refined specifications while ensuring alignment with technical requirements / UX design principles
- Enhanced app functionality and user experience by debugging errors, troubleshooting issues, and implementing routine performance optimisations

PERSONAL PROJECTS ([GitHub](#))

Project Odyssey (React, Next.js, Ionic, Firebase, Google Cloud Platform, GraphQL) Dec. 2023 - Present

- Independently developing a cross-platform application intended for release on Web, Android, and iOS.
- Utilizing Firebase and GCP for core Functionality, Authentication, Data Analytics, Machine Learning and DevOps.
- Integrating Ionic for building a seamless, mobile-friendly user experience across platforms.
- Managing the end-to-end development lifecycle, from planning and architecture to testing and deployment.

Image Processing & Color Quantization Tool (Python) Nov. 2022

- Performs color matching using the CIELAB color space.
- Allows the user to select an image file and then compares the colors in the image to a predefined color palette (Perler bead colors) to find the closest matching colors.
- The goal is to convert the image into a mosaic-like representation using the closest Perler bead colors and then count each color.
- I use this code to help me make Perler Bead Designs from Pokémon Sprites and from the count of each color I know how much to buy for each one.

EDUCATION

University of Cyprus | Bachelor of Science in Computer Science

Jan. 2017 - June 2021

- GPA: 7.0/10.0
- Have a specialization in “Real World Computation” by completing specific course requirements, including Computer Graphics, Computer Vision and Digital Image Processing
- For my thesis, “Interactive Virtual Museum Using Virtual Reality”, I was involved in the design and creation of an educational virtual museum, the implementation of a dialogue system between player and museum exhibits, the creation of various missions and the providing usability of Virtual Reality with the use of Unity and C# coding
- “The Smurfs' Village”: A Unity-powered children's game immersing players in the whimsical world of Smurf Village. Embark on enchanting quests to assist fellow Smurfs, from gathering ingredients to rescuing captured friends. Developed as a university project, it showcases my ability to create captivating and educational experiences, highlighting skills in game development, art design, and storytelling to entertain and inspire young minds.

SKILLS

React | NextJs | Angular | HTML, CSS, JavaScript/TypeScript | Ionic | Python | Django | FastAPI | GraphQL | Firebase | Genkit | Java | SQL | C# | Unity | Machine Learning