

Marios Hasa

Junior FullStack Engineer

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Languages

English: Fluent
Greek: Native
Albanian: Native

Technical Skills

Languages: Python, SQL, C#

Frameworks: React, Material-UI, TailwindCSS

Tools: GitHub, Tkinter, Unity

Databases: MySQL, SQLite

Methodologies: Agile

Professional Summary

Fullstack Engineer at the University of Nicosia with expertise in Python, SQL, and front-end technologies like React, HTML, CSS, Tailwind, and Material-UI. I actively develop personal projects, including a docx reader and a Python-based weather forecast app, while exploring AI integration. With a passion for game development, I've built an indie game from scratch and continue to deepen my knowledge of C# and game development through smaller projects.

Professional Experience

Junior Front-end Developer

University of Nicosia, Remote

October 2023–Present

- Primarily responsible for front-end development, frequently completing tasks at a senior engineer level, ensuring responsive, user-friendly interfaces.
- Expanded expertise in front-end technologies such as React, HTML, CSS, Tailwind, and Material-UI, focusing on building dynamic components and refining the user experience.
- Occasionally handled backend tasks (around once every 20 days), primarily fixing front-end related issues and performing minor backend development using Python and SQL.
- Actively collaborated in an Agile environment, participating in regular sprint meetings, planning sessions, and retrospectives to enhance team productivity.
- Developed side projects, including a Syllabus project that parses docx and PDF files for improved readability,

demonstrating innovation and problem-solving skills.

- Explored AI integration in both personal and professional projects, applying cutting-edge technology to enhance applications and stay current with industry trends.

Education

Bachelor of Science in Computer Science (Second Class Honours)

University of East London — October 2018 – July 2021

Relevant Coursework:

- CS50, CS50P, and CS50SQL (Harvard University courses)
- Complete C# Unity Game Developer 2D (Udemy Course, currently undertaking)

Projects

- Python GUI Application (In development): A docx reader that parses and displays content using a Tkinter interface. Currently adding advanced file management features.
- Yoru: A fully indie game, developed entirely by myself, including artwork, sound design, and coding. It is available on my GitHub, and I integrated custom features beyond the course I followed.
- Snowboarder Platform Game: A small platform game hosted on my GitHub.
- Additional personal projects and smaller games available on GitHub.