Iliodora
Seferli

Electrical & Computer Engineer

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GitHub https://github.com/ISeferli

About Me

As a hard-working and driven professional, I am well-versed in the latest computer engineering technologies and methodologies. I am able to work independently or as part of a team to deliver high-quality results in an efficient manner. My expertise in various programming languages and software development tools enables me to develop and implement cutting-edge software applications that meet the specific needs of my clients.

Skills

- Project Management
- Problem Solving
- Creativity
- Communicative
- Flexibility
- Multitasking
- Team Work
- Learning Potential
- Attention to detail

Expertise

- Java
- Python
- C
- C# / Unity
- MATLAB
- SQL

Languages

Greek

English

French

Italian

Work Experience

2024-
Present

Software Engineer | SofMedica Ventures
- Developed a promotional website for the company (React, JavaScript)
- Researched various technologies for product integration
- Conducted testing and validation of software products

2024
6 months

IT Support | Avax Computer Applications
- Providing training and support for web applications

2023
2 months

Software Engineer | Avax Computer Applications
- PHP Backend maintenance

2022
1 month

Software Engineer | Maritime Museum of Crete
- Developed database (Postgres)
- Developed graphical interface (Tkinter, Python)
- Created QR generator (Wordpress, Python)

2022-2023
1 year

Librarian | Technical University of Crete
Showed remarkable communication and organizing skills as a book keeper in my University. I volunteered one additional month as I have gained the trust of my colleagues in my capabilities.

Education

2017-2024
7 years

Electrical & Computer Engineer | TUC | https://ece.tuc.gr

- Thesis: Interactive Story Generation via Content-Based Filtering , Prof. Chalkiadakis Georgios
- Pandemic Project: Implementing a co-operative AI system, using Monte Carlo algorithm as base, in order to win in a modified version of the Pandemic board game.
- Pattern Recognition: Implementing basic neural network algorithms for image recognition as part of a University course
- Chess: Implementing two AI agent for chess, one using MiniMax and the other using the Monte Carlo algorithm

Reference

Manolis Petrakis
President of Maritime Museum, Maritime Museum

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