

Panayiotis Angelides

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RESUME OBJECTIVE

- Motivated computer science student with a strong foundation in software development and growing interest in game development. Experienced in both front-end and back-end development with a focus on creating applications.
- Capable of tackling complex problems and eager to learn new technologies, particularly in artificial intelligence and game development. Seeking a placement position in software or game development to enhance skills and contribute to exciting projects.

PROFESSIONAL EXPERIENCE

IT Product Coordinator Intern

July 2022

FlyDubai IT

- Collaborated with IT and product teams at FlyDubai IT to support the development and implementation of technical solutions.
- Improved cross-departmental coordination to enhance project delivery efficiency and alignment with business objectives.
- **Reference:** Bonny Koshy - +971 50 459 3227

Creating a money organisation app on Android Studio

June - August 2024

Personal Project

- Developed a mobile application to assist users in managing banks and subscriptions, focusing on simplicity and organization.
- Designed the app with a clean, intuitive user interface, ensuring easy navigation between key financial tracking features.
- Integrated external APIs to fetch and manage financial data, ensuring real-time currency rates.

EDUCATION

BSc in Computer Science

September 2023 - June 2027

University of Leicester

Year 1: Achieved a First overall.

A-Level Diploma

September 2021 - May 2023

The English College

A-Levels: Mathematics (B), Computer Science (B), Law (C)

SKILLS

Programming

Python: Utilized for basic data manipulation and scripting tasks. Java: Used for highly efficient, object oriented approach to problems. SQL: Used SQLite Used SQLite for efficient data storage and retrieval. React: Implemented for building responsive front-end interfaces.

Tools

Android Studio: Utilized for developing mobile applications. Tauri: Used for building lightweight desktop applications. Godot: Beginner-level experience, exploring game development.

Languages

Greek (native), English (fluent), French (beginner), Arabic (beginner)