Christos Natsios

Full Stack Software Engineer, with a background in mechanical engineering. Specialized in ExpressJS and React.js. I am a diligent person, passionate about working with other motivated individuals, with an aspiration to pursue a career in the field of software engineering.

 in

Full Stack Engineer
Athens, GR
natsios.chr@gmail.com
+30 694 3054109

Work Experience

1 Software Engineer @ Intralot November 2023 - present

- **Responsibilities**: Frontend Development, Backend Development, Software Architecture, CI/CD
- **Stack**: JavaScript, React, hapi.dev, Objection, MySQL, Knex, Kubernetes, Docker, SQL, axios, lodash, React-Bootstrap, redux, Redis, webpack, babel, mocha, chai, SASS, O.Auth2.0
- **Tools**: Jira, Git, Teams, 12 Factor

Main Projects Developed:

1. **LotosX GUI App**: Developed the LotteryUI application, a comprehensive tool used by various clients including OPAP, Great Canadian Entertainment, NLO, and The Ohio Lottery among others. The application, built with React and hapi.dev, allows operators to efficiently monitor and control lottery and gaming operations. The back end, using MySQL and orchestrated with Kubernetes, ensures robust performance and scalability.
2. **LotosX Real-Time Monitoring System**: Implemented a real-time monitoring system using Redis and WebSocket for immediate operational data communication. Managed with Kubernetes for high scalability and reliability.
3. **Interactive Data Visualization Interface**: Created an intuitive data visualization interface with React-Bootstrap and SASS, integrated with axios for effective data management and presentation.
4. **State Management and Data Processing**: Develope state management and data processing using Redux and lodash, enhancing the application's responsiveness and user experience.
5. **Backend Development and Microservices Architecture**: Led backend development, focusing on REST API construction in a microservices architecture with hapi.dev. Utilized Node.js, MySQL, and Redis for backend efficiency and reliability.

2 Lead Software Engineer @ KIMATICA November 2021 - November 2023

- **Responsibilities**: Backend Development, Frontend Development, Software Architecture, DevOps, Code Review, CI/CD, Product Redesign
- **Stack**: JavaScript, Node.js, ExpressJS, Next.js, PostgreSQL, Heroku, Sequelize, Bootstrap, MySQL Docker, OAuth2.0, WSO2IS, Paypal SDK
- **Tools**: Jira, Git, Slack, 12 Factor

Main Projects Developed:

1. **PocityfEnergy API:** A RESTful API, built on Node.js, ExpressJS and Docker to work as back-end service for the (p2p) energy trading web app served at Heroku.
2. **PocityfEnergy Back-end service**: A back end application based on Service Oriented Architecture development model built on Node.js, ExpressJS, and PostgreSQL with a RESTful API for the PocityfEnergy web app.
3. **PocityfEnergy Landing Page:** The application's landing page to navigate the user between the different solutions the POCITYF ecosystem provides.
4. **PocityfEnergy Web App:** The PocityfEnergy user's dashboard, marketplace page, tokens page, user's profile page, settings page, and merchant's page.
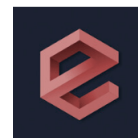
3 Junior Front-end Engineer @ EBERUS December 2020 - November 2021

- **Responsibilities**: Frontend Development
- **Stack**: React.js , JavaScript , jQuery , Node.js , LESS , UiKit , GraphQL , YouTube API , SASS , CSS3 , HTML5
- **Tools**: Git, Slack, Jira, BitBucket

Main Projects Developed:

1. Matterport **Editor**: An administrative panel for editing 3D tours that can handle requests like adding/removing audio for specific locations on the map, adding/removing videos in the 3D model via the YouTube API, and changing matterport's sweeps locations.
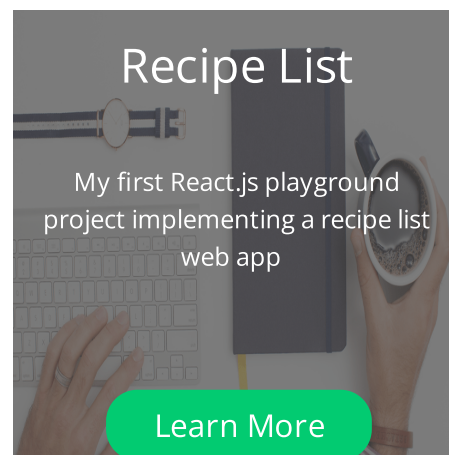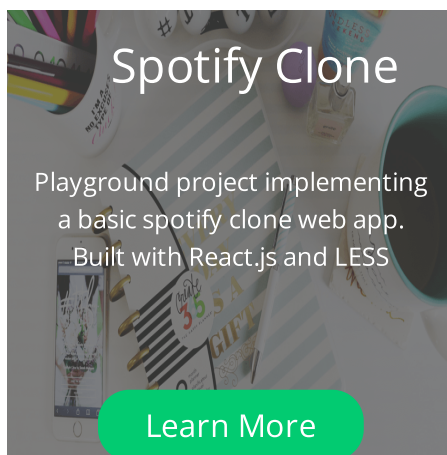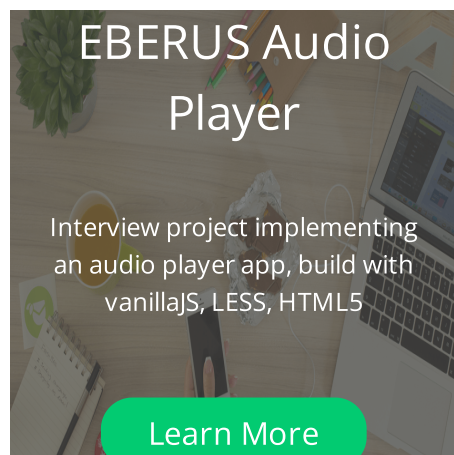2. **EBERUS Cloud Software maintenance:** Debug and maintain EBERUS main configurator for rendering 3D models.

4 Junior Mechanical Engineer @ Skretas Constructions February 2017 - January 2019

- **Responsibilities**: Responsibilities: Supervise the technical conversion of vehicles to canteens, test the transitions according to the Greek transport law and EU law, fix any mechanical problems and retest the vehicles.

Side Projects

EBERUS Audio Player

Interview project implementing an audio player app, build with vanillaJS, LESS, HTML5

Learn More

Spotify Clone

Playground project implementing a basic spotify clone web app. Built with React.js and LESS

Learn More

Recipe List

My first React.js playground project implementing a recipe list web app

Learn More

Education

1 Bachelor's Degree, Department of Informatics

@ University Of Western Macedonia

September 2021 ~ present

2 Bachelor's Degree, Mechanical Engineering

@ Thessaly University of Applied Sciences

September 2014 ~ Spring 2018 (dropped out)

Skills

Basics

Object-Oriented Design, Functional Programming, TDD, Clean Architecture, Agile Methodology, CI/CD, REST, BDD, Unix/Linux, Git, SQL

Languages

JavaScript

Platforms/Frameworks

Node.js, ExpressJS, Next.js, React.js, Jest, jQuery, Material-UI, UiKit, Bootstrap, GitHub, PostgreSQL, Sequelize

Operations

Docker, Heroku, Netlify, 12 Factor, Stripe

Languages

Greek

Mother Tongue

English

B2 First
(Cambridge University)