Konstantinos Chatziantoniou

(+30)6978-676-334 • linkedin.com/in/konstantinoschatziantoniou
KonstantinosChatziantoniou • chatziantoniou.konst@gmail.com

Profile

o Passionate about solving problems efficiently with the use of algorithms, tools or specialized solutions.
o Interested in improving/applying algorithms to real world applications

Education

Aristotle University of Thessaloniki   **September 2015 – April 2021**

MSc in Electrical and Computer Engineering

Related Coursework:

o Data Structures and Algorithms
o Operating Systems
o Computer Architecture
o Parallel And Distributed Systems
o Software Engineering
o Pattern Recognition
o Optimisation Techniques
o Digital Signal / Image Processing
o Databases

Technology Skills

o **Programming Languages**
  - Experienced with: C, Julia, Java, Python, Matlab
  - Familiar with: C++, C#, R, Javascript, Go
o **Operating Systems**: Linux(Ubuntu as main OS), Windows
o **Web/Cloud Technologies**: Docker, Kubernetes, Helm, MYSQL, DynamoDB, AWS, NodeJS, ReactJS, Envoy, Firebase
o **Parallel Computing**: CUDA, MPI, pthreads, CILK, openMP
o **Other**: git, Unity, AndroidStudio, Raspberry Pi, Jenkins, Jcat, Junit

Work Experience

Junior Software Engineer   **Sept 2020-Present**

Intracom Telecom

o Member of agile team, responsible for a Network Function in Ericsson's 5G Core Network
o Relevant Technologies: Docker, Kubernetes, Helm, Envoy, Java, scripting(Python, bash, Go), Jcat, Jenkins.

Software Engineering Intern   **Jul-Sept 2019**

Embiots, startup

o Implemented the backend for an IoT system, clients and admin.
o Relevant Technologies: Go, NodeJS, ReactJS, MYSQL, DynamoDB, AWS, Ubuntu, Python.

Projects

Master Thesis: Julia on a cluster with multiple gpus   **Feb 2020-January 2021**

o Implementing, benchmarking and profiling gpu-parallel algorithms.
o Automatic stencil code generation from mathematical expression for single and multi gpus
o Relevant Technologies: Julia, CUDA, C

Created an Indie Game for PC   **2017-2019**

o Member of a team of 20 students from multiple universities interested in game-creation.
o Relevant Technologies: Unity, C#

Extracurriculars

o Attending local tech meetups(PyThess, Thessaloniki Digital Analytics, Thessaloniki.NET, Bitcoin & Blockchain Tech)
o Music (guitar and bass).
o Gaming.
o Keeping up with tech news and experimenting with new technologies.
o Dungeons & Dragons player and uprising DM.