Konstantinos Chatziantoniou

□ (+30)6978-676-334 • ☑ konstantic@ece.auth.gr

❸ linkedin.com/in/konstantinoschatziantoniou

♠ KonstantinosChatziantoniou ☐ chatziantoniou.konst@gmail.com

Profile

- Passionate about solving problems efficiently with the use of algorithms or specialized solutions.
- 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:

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

Technology Skills

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

Work Experience

Junior Software Engineer

Sept 2020-Ongoing

Intracom Telecom

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

Software Engineering Intern

Jul-Sept 2019

Embiots, startup

- Implemented the backend for an IoT system, clients and admin.
- o Relevant Technologies: Go, NodeJS, React, MYSQL, DynammoDB, 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

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

More projects and assignments are available on github

Extracurriculars

- Attending local tech meetups(PyThess, Thessa- o Gaming. loniki Digital Analytics, Thessaloniki.NET, Bitcoin & o Keeping up with tech news and experimenting with Blockchain Tech)
- Music (guitar and bass).

- new technologies.
- Dungeons & Dragons player and uprising DM.