GKAGIANNIS KONSTANTINOS

EDUCATION

Master's Degree at the Department of Computer Engineering & Informatics | University of Patras, Greece

2016 - 2023

- **Thesis title:** Multimodal notifications in virtual reality environments for Industry 4.0 facility control

Erasmus Program Student at the Polytechnic University of Madrid – Department of Computer Systems Engineering

Feb 2020 - Apr 2020

Courses attended:

- Technologies for the Web, English for professional and academic communication, Advanced Databases, Ubiquitous, Mobile and Cloud Computing, Information Security

5th High School, *Volos, Greece*

- Graduated in 2016

WORK EXPERIENCE

Deriv (Europe) Ltd, Malta | *Front–End Developer*

Apr 2022 - March 2024

Work scope:

- Development of web applications using JavaScript and TypeScript, along with React and Next.js, coupled with unit and Cypress testing, resulting in significant improvements in page load times and overall application reliability.
- Collaborated closely with the design team to implement CSS-in-JS, utilizing Tailwind CSS, and Atomic Design Methodology, ensuring a visually appealing user interface.
- Implemented server-side rendering (SSR), server-side generation (SSG), and incremental static regeneration (ISR) to enhance website performance and SEO.
- Actively participated in Scrum development practices, including daily stand-up meetings and sprint planning sessions.

PROJECTS

- **Expense Sharing App** - Developed an expense sharing application for tracking financial obligations among users using React and Firebase.
- **Task Manager App** - Designed and implemented a task management application, facilitating efficient organization and tracking of tasks using React Native and SQlite.
- **Cryptocurrency Details App** - Created a cryptocurrency information application, enabling users to access real-time data and insights into various digital currencies using Kotlin and Android Studio.
- **Control room emulation in Virtual Reality** - Implemented an immersive ship's control center and emulated notifications in a Virtual Reality environment using Unity and C#.
- **Hotel Reservation Management System** - Developed a hotel reservation software solution to streamline booking processes using C++ and Python.
- **User Activity Crowdsourcing and Analysis** - Created a user activity recording system, leveraging Google location history JSON data and heatmaps for insightful analysis and eco-friendly solutions using Javascript.
- **GUI-Based Database Administration** - Designed a user-friendly graphical user interface for efficient database management using Go and Ruby.
- **Commercial Vehicle Management Software** - Engineered software solutions for the effective management of commercial vehicles using Java.

Personal Info

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Portfolio:

konstantinosgkagiannis.site

Github:

github.com/Kosgkagiannis

LinkedIn:

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Technical Skills

Programming Languages: Java, Ruby, Python, Go, C, C++, C#

Web Development: HTML, CSS, JavaScript, Typescript, PHP

Databases: SQL, MongoDB, MySQL

Frameworks/Libraries: React, Gatsby, Next.js, Angular

Version Control: Git

Android Development: React-Native, Kotlin, Android Studio

Cloud Computing Services: AWS, Firebase

Game Development: Unreal Engine, Unity

Semantic Technologies: XML, OWL, RDF

Other Software

Figma

Atom

Visual Studio

Adobe Photoshop

Adobe Premiere

Languages

Greek: Native

English: Native (C2)

Japanese: Pre-intermediate

German: Conversational (B1)