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:

- Development Technologies for the Web, Spanish for Science and Technology, 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 - Present

Work scope:

- Development of web applications using JavaScript and TypeScript, along with React and Next.js, coupled with rigorous 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 and Atomic Design Methodology, ensuring a consistent and 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.
- **Hotel Reservation Management System** - Developed a hotel reservation software solution to streamline booking processes.
- **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.
- **GUI-Based Database Administration** - Designed a user-friendly graphical user interface for efficient database management.
- **Commercial Vehicle Management Software** - Engineered software solutions for the effective management of commercial vehicles.
- **Control room emulation in Virtual Reality** - Implemented an immersive ship's control center and emulated notifications in a Virtual Reality environment.

Personal Info

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Technical Skills

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

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

Database: SQL, MongoDB, MySQL

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

Version Control: Git

Cloud Computing Services: AWS, Firebase

Game Development: Unreal Engine, Unity

Semantic Technologies: XML, OWL, RDF

Software

Figma

Atom

Visual Studio

Adobe Photoshop

Adobe Premiere

Languages

Greek - Native

English – Certified - C2

German – Certified - B1

Japanese – N5