



PAPADOPOULOS KOSMAS

SOFTWARE ENGINEER

Objective:

Software and Computer Engineer with a strong interest in software development, system modeling, and data-driven solutions. Passionate about technology, aiming to apply my skills, but also ready to learn, adapt, and contribute to innovative projects.

Personal Profiles:

Personal Portfolio: <https://kp-portfolio-fc918.web.app/>

Linkdin: www.linkedin.com/in/kosmas-papadopoulos-5995631b9/

Github: <https://github.com/KosmarasP>

Education:

2014-2017: 3rd High School of Nea Smyrni

2018-2024: MEng in Computer Engineering and Informatics, University of West Attica (Integrated Master 7)

Languages:

Greek: Native language

English: Excellent

German: Good

Professional Training:

Problem Solving Skills Problem Solving Skills, International Business Management Institute (IBMI)
Entrepreneurship Seminar Entrepreneurship Seminar, Athens University of Economics and Business
Responsive Web Design Responsive Web Design, freeCodeCamp
Introduction to Cybersecurity Introduction to Cybersecurity, Simplilearn
Introduction to Cybersecurity Introduction to Cybersecurity Cisco Networking Academy

Projects:

TurboTech Eshop

A dynamic Frontend e-commerce site built with React JS, Tailwind CSS, Firebase Cloud, and Stripe payment integration. (Created on ReactJs, TailwindCSS, Firebase, Stripe)

TurboTech Admin Panel

A Backend admin dashboard for the TurboTech eshop, allowing dynamic management of categories, products, and detailed analytics. (Created on ReactJs, TailwindCSS)

Virtual Museum on UE4

An immersive 3D museum with free movement, interactive NPC dialogs, and engaging AI behaviors built in Unreal Engine. (Created on Unreal Engine 4)

Eduplan Learning App

A desktop application designed for learning Python with structured lessons, quizzes, video content, and exercises. (Created on C#)

ElectroPlanet Eshop

A full-featured, (on demo version right now) with responsive e-commerce store including product galleries, reviews, and related product carousels. (Created on ReactJs, TailwindCSS)

TicketMaster Desktop App

A desktop application for booking tickets, viewing issued tickets, and checking prices and travel details. (Created on Java)

Property Purchase Process

A guide to purchasing property through a real estate agency, covering key steps and essential info. (Created on UML, IDEF3. ER Diagram)

Portfolio Website

My personal portfolio built with modern design principles, showcasing full stack and UI/UX work. (Created on ReactJs, TailwindCSS)

Technical Skills:

Programming: Java, Javascript, React, Node.js, Tailwind CSS, SQL, Python (basics), C (basics), C++ (basics).

System Modeling: UML, IDEF, DFD.

Databases: MySQL

Cloud & Backend Technologies: Firebase Authentication, Firestore, Google Cloud, RESTful APIs.

Networks and Cryptography: TCP/IP, HTTP, DNS, AES, RSA.

Tools: Git, Visual Studio Code, Eclipse, IntelliJ IDEA.

Operating Systems: Windows, Linux (basics), Bash & Command Line Basics.

Work Experience:

Waiter, Fantasia Live, 2019-2022

Head Waiter, Fantasia Live, 2022-2024

- Supervised and coordinated the service team, ensuring high standards of hospitality.
- Trained new staff on customer service, menu knowledge.

Cashier and mini Truck Driver, La Candela Athens, 2023

- Processed invoices, receipts, and financial documents, ensuring accuracy and compliance.
- Delivered products to clients using company vehicle and ensured safe loading/unloading.

Technical Staff, United Technical Group, 2022-2024

- Assisted in setup and installation of lighting, sound systems, and LED screens for conferences, concerts, and corporate events.
- Collaborated with other technical teams to meet specific production requirements.
- Transported and assembled and disassembled stage structures, trusses, and audiovisual setups.

Technical Staff, TEMPO, 2024

Technical Staff, Podimatas Group, 2022-2024

Personal Skills:

Self-Improvement, Continuous Learning, Passion for Growth, Problem-Solving, Analytical Thinking, Attention to Detail, Teamwork & Collaboration, Time Management, Critical Thinking.