

Konstantinos Fotios Papadakis

Electrical and Computer Engineer

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Education

Aristotle University of Thessaloniki

Undergraduate Student

2020 – 2026

Thessaloniki, Greece

Experience

Company Name

Company Position

May 2013 – Present

City, Country

- › Experience/Achievement 1
- › Experience/Achievement 2
- › Experience/Achievement 3

Projects

Ourama

- › A hybrid digital/physical Roguelike RPG Deckbuilder game that livens up the boardgame basis by making it interactive and adding graphics to the mix.

cookey

- › An android cooking application meant to store recipes, create shopping lists and unify the two by automatically adjusting the ingredients count of the user.

ParkKing

- › The materialization of a concept application aiming to simplify parking in smart cities. It includes all three assignments of the course "Databases" throughout the semester.

Skills

Traits Hardworking, Organized, Punctual, Perfectionist, Team Player

Talents Web Development, Cross-compilation, Game Theory, Mobile Development, Databases, Fuzzy Systems, Micro-controller Programming, Embedded Systems, Operating Systems, Hardware, Neural Networks, Machine Learning, Cybersecurity, CI-CD Pipelines