

Emmanouil Vourtsanis

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Skills: | Cooperative | Problem Solving | QA Analysis | Testing fundamentals | Adaptive to new tech | Documentation |

PROFESSIONAL EXPERIENCE

Kaizen Gaming

Software Engineer in Test - 04/2023 – Present – Athens, Greece

- Assisted on initializing and supporting a Test Suite using BDD tools like Specflow/ReqnRoll & Microsoft Playwright
- Written Unit tests to improve the test coverage of certain projects-services
- Documented 500+ test case scenarios for almost every task I had been assigned to
- Deep knowledge in Regulatory Reporting & Betting Business
- Became familiar with certain QA & dev tools like: Postman, DevTools, Saucelabs
- Became familiar with Databricks, .NET, SQL Server Management and Agile Methodologies

E-Charter

Full Stack Engineer- 06/2025 – Present – Remotely

- The app streamlines the process for users by enabling them to efficiently manage and input all required charter details online. The system automatically generates complete, printable charter documents, significantly reducing manual effort and minimizing errors in paperwork.
- Developed the backend using SpringBoot framework along with Maven
- Developed the frontend using React Vite
- For Database I used Mongo to have flexible schemas

Village Cinemas

Cinema Employee - 11/2022 – 02/2023 – Athens, Greece

- Acquired customer lenses as I had direct contact
- Improved my soft skills to cooperate with the rest of the team and create positive environment for everyone

METRO AEBE

Intern Software Engineer - 07/2019 - 09/2019 – Athens, Greece

- I worked on the development of an MVC-based project that enabled office users to manage in-store screen advertisements across all supermarkets in the chain. I also developed the Android application installed on each screen to display the configured content.

PERSONAL PROJECTS

PREMIER BET

This is a full-stack project that simulates a Lite Betting App

- An AI agent that is trained and fine-tuned to read the customer's input and "translate" it to return the customer's selections for a new bet.
- Used as Microsoft Playwright playground for test automation
- Frontend was implemented using Next.js
- Backend was implemented using .NET 8
- AI Agent is trained with BERT model

DOM Quiz App

Developed a cross-platform mobile quiz application enabling users to take interactive quizzes across multiple topics with real-time multiplayer functionality, significantly enhancing user engagement and learning experience.

- Built the mobile app using Expo framework with React Native and TypeScript
- Implemented the backend using Supabase for authentication, database, and real-time features
- Designed an online multiplayer system with synchronized quiz rooms, live scoreboards and real-time gameplay
- Integrated user statistics, friend system and offline support for seamless user experience

EDUCATION

Technical University of Crete – Electrical & Computer Engineering

Notice: For personal reasons I had to pause my studies having passed most of the subjects.

CERTIFICATIONS

- ISTQB Foundation Level – December 2025

LANGUAGES

- Greek: Native
- English: C2 Proficiency
- French: Sorbonne B2

