MICHAEL KARAMICHALIS

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PROFILE

BSc Computer Science Graduate recognised with the British Computer Society Award for outstanding academic performance. Master's in Computer Science student, graduating in September 2026, passionate about solving problems with real impact. Exceptionally creative and innovative with a strong ability to grasp and adapt to new concepts and technologies.

EDUCATION

MSc Advanced Computer Science, *Cardiff University* September 2025 – September 2026
Relevant modules:

- Principles of Machine Learning, Programming Paradigms, Cloud and Database Systems Security, Distributed and Cloud Computing, System Design and Internet of Things, NLP – Computational Linguistics.

BSc Computer Science, University of South Wales, UK September 2022 – July 2025
Achieved: First-Class Honours – 86.25%
Awarded: British Computer Society Award for Outstanding Performance, Final Year Project of the Year Vote Winner – Student Mentoring Application
Relevant modules:

- Individual Project: 88.00%, Parallel and Concurrent Programming: 82.00%, Computer Networks: 79%, Mobile Systems and Applications: 79%, Intelligent Systems: 72.00%, Data Structures and Algorithms with Object Oriented Programming: 94.00%, Event Driven and Graphical User Interface Programming: 92.75%, Team Based Software Development: 82.90%, Databases and Data Modelling: 98.00%, Secure Software Development: 98.40%

Cyprus High School Apolyterion, Cyprus September 2018 – June 2021
Achieved: 18.50/20.00 – Graduated with Honours

- A-Level Equivalent Subjects: Computer Science, Mathematics, Physics and English

RELEVANT EXPERIENCE AND PROJECTS

Custom Payroll Management Application, Logistics Team in *Cyprus* May 2025 – Present

- Designed and Developed a full-stack application to digitise HR, payroll and sick leave workflows of hourly-paid employees.
- Developed and deployed using Next.js, initially developed in C# .NET.
- Architectured database schema in MySQL, following normalisation principles.
- Currently implementing secure LAN-based access via Dockerised deployment.

Student Mentoring Application (88%)**,** *University of South Wales* September 2024 – May 2025

- Designed and Developed a React Native mobile application in collaboration with the Student Mentoring department
- Automated mentor-mentee matching, address inefficiencies and increase availability to 24/7.
- Implemented matching algorithm, user profile management, real-time messaging, authentication, push notifications, Google Gemini AI Integration
- Presented to the Vice-Chancellor, Director of Learning Services and Senior Staff.

Home Monitoring IoT System, *University of South Wales* September 2024 – May 2025

- A monitoring system in C++ which retrieves values from Arduino Microcontroller Sensors and activates actuators.
- Designed a physical Arduino Uno circuit and integrated with C++ using the ArduSerial library.

Flight Simulator Controller integrated with Arduino, University of South Wales September 2024 – December 2024

- A C#.NET application which connects to a server which simulates the flight and integrates with an Arduino to control the flight.
- C# principles applied: Delegates, Events and Networking.

Open Shortest Path First (OSPF) Routing Protocol Simulation, *University of South Wales* January 2024 – April 2024

- TCP Client and Server through Java Socket Programming and Multithreading for simulated connections.
- TCP Shortest Path Calculation using Dijsktra's algorithm using each router's link-state database.

RELEVANT SKILLS

PROGRAMMING & PARADIGMS: Experienced with multiple programming languages through projects and coursework, including C#, C++, SQL, JavaScript, Python, Swift. Skilled in multiple paradigms, such as Object Oriented Programming, Functional Programming, Concurrent Programming.

FULL-STACK DEVELOPMENT AND SYSTEM DESIGN: Skilled in developing end-to-end applications, through relational database schema design and integration, backend services to frontend interfaces.

ALGORITHMICAL THINKING AND PROBLEM SOLVING: Proficient in applying data structures and algorithms to solve computational problems efficiently, with attention to optimisation.

SOFTWARE DESIGN AND ARCHITECTURE: Applied Design Patterns, SOLID Principles to multiple projects, ensuring modularity, maintainability and scalability.

COLLABORATION: Worked as part of a team to design and develop projects. Collaborated with staff members while working as a student in both Student IT Support Agent and Digital Mentor roles while at university.

ADAPTABILITY: Quick to learn and apply new technologies, as evidenced by completing projects in unfamiliar languages and concepts within tight academic timelines, recognised through awards.

WORK EXPERIENCE

Student IT Support Agent, *University of South Wales* September 2024 – June 2025

- Efficiently resolved and diagnosed software and network issues.
- Managed university accounts and devices through Microsoft Azure.

Student Digital Mentor, *University of South Wales* January 2024 – June 2025

- Mentored students for academic and technology related advice.
- Directed students to university services and resources.

Soldier, *Cyprus National Guard* July 2021 – August 2022

- Awarded the honorary rank of lance Corporal for exceptional performance and conduct.