



Rafael Andreou

Computer Science Student

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Summary

Full Stack Software developer. Well-versed in numerous programming languages. Skilled at writing well-designed, testable and efficient code. Fast learner, hard worker and team player. Delivers well-made projects on time. Honest with Excellent Communication/ Collaboration Skills.

Education

- 2015-Present **Computer Science** Grade: 7.79
University of Cyprus
- 2010-2013 Vergina's High School, Larnaca, Cyprus Grade: 18.83

Work Experience

- Summer 2018 HotForex-HF Markets Junior Software Developer-Internship

Projects

- UniChat

A social network mobile app that was created for the purposes of EPL435/HCI project. It enables students of University Community, to connect with each other whilst protecting their real identity. Users can post messages and photos anonymously into a public wall, they can chat with other users, receive notifications all in real-time, and also search for other users based on filters. The application will be uploaded to PlayStore by the end of March 2019.

- **CyTalks**

A personal fun project, built in my free time last Summer. Explore Cyprus, learning Cypriot words, phrases and much more. Challenge yourself in SinglePlayer mode, challenge a friend or play real-time within a room with up to 10 friends. Built using Ionic Framework v3 and NodeJS for back-end (ExpressJS + Socket.IO). App is published on play store.

- **Typography – Copy Center Website**

A Single Page website built for a typography – copy center. Built using simple Web Technologies. Also used DropboxAPI for NodeJS to dynamically load categories of products according to folders in Dropbox.

- **Academic System - University of Cyprus.**

System that helps professors and other staff of the university to store activities about their career and other university activities and able to export statistics and reports. (Team project - I implemented the major of the front-end of the system).

- **questI – University of Cyprus**

A game that was implemented for a project on a Web Technologies course. It offered an interactive lesson – teacher was able to send questions to students in real time in class using his mobile or laptop -. (Team project - I implemented the mobile application on Ionic platform – used node.js to implement a socket server for real time connection). – Not installed.

Skills

- **Languages**

Greek

English

Mother Tongue

Fluent written and spoken

- **Technical Toolbox**

Python

Linux/Bash

Java

C

SQL

MongoDB

HTML/CSS /JS

PHP

Tornado/Django

AngularJS/Angular 2+

Ionic 3+

Bootstrap

jQuery

Apache Spark (Pyspark)

SocketIO

Docker

NodeJS/ExpressJS/Jwt

- **Other Tools**

Eclipse IDE

IntelliJ IDEA

PyCharm

Visual Studio Code

Postman