



SIMOS TIGKAS

SOFTWARE ENGINEER

CONTACT

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LINKS

- [Portfolio](#)
- [Github](#)
- [LinkedIn](#)

WORK

2022 - NOW

PromoTek

Sales Person

- Raised funds for WWF through direct engagement with the public, consistently meeting or exceeding daily team targets.
- Onboarded and trained new team members, ensuring they quickly developed the communication skills needed for success.
- Contributed to team performance by mentoring colleagues and sharing effective fundraising strategies.

LANGUAGES

- English (Fluent)
- Finnish (Intermediate)
- Greek (Native)

REFERENCE

Anamaria Camarasan
Software Engineer - Wolt

Email : anamaria.finn0@gmail.com



PROFILE

Software Development graduate from Hive Helsinki with strong foundations in frontend development, computer science and user-centered design. Experienced in building responsive, accessible web applications and mathematical programming projects. Motivated to solve real-world problems and contribute to collaborative engineering teams.



EDUCATION & SKILLS

HIVE HELSINKI

Project-based Computer Science School

OCT 2023 - JUL 2025

Developed professional software engineering and teamwork skills through peer-driven projects. Used the following technologies while studying:

- Bootstrap
- JavaScript
- Git
- HTML/CSS
- C
- Docker
- C++

PROJECTS

- **The Transcenders** - Bootstrap, HTML/CSS, Docker, JavaScript
 - Team Collaboration: Engineered a full-featured single-page web app with user authentication, interactive game views, and live statistics in a five-person team.
 - Frontend Development: Built an intuitive desktop interface using Bootstrap, optimizing usability and visual consistency.
 - Accessibility Enhancements: Enhanced accessibility by adding screen reader support, alt text, high-contrast color schemes, and keyboard navigation.
 - Result: Strengthened the app's accessibility and engagement, ensuring a more inclusive, user-friendly product.
- **UI-Design Training** - HTML/CSS, JavaScript
 - Designed responsive interfaces for desktop, tablet and mobile, ensuring consistent usability and visual integrity.
 - Implemented UI principles to create dark/light themes, responsive navigation and interactive animations.
 - Enhanced user experience with gradients, shadows, hover effects and mobile-first interactive elements.
- **2D Fractals**
 - Developed fractal visualizations including Julia, Mandelbrot, and Burning Ship sets, combining mathematics with computer graphics.
 - Applied mathematical algorithms to generate complex, real-time graphics and explore computational patterns.
 - Enhanced visual appeal through precise rendering and interactive elements, improving user engagement and understanding of fractal structures.

UNIVERSITY OF PATRAS, GREECE

B.Sc. in Mathematics

OCT 2015 - SEP 2021

- Applied object-oriented programming (C++) and Python to solve mathematical and computational problems.
- Focused on Mathematical Foundations of Computation.