



SIMOS TIGKAS

SOFTWARE ENGINEER

CONTACT

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LINKS

- 🌐 [Portfolio](#)
- 🐙 [Github](#)
- in [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 OCT 2023 - JUL 2025

Project-based Computer Science School

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 OCT 2015 - SEP 2021

B.Sc. in Mathematics

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