

KONSTANTINOS ARVANITIS

@ kostas.arvanitis19@gmail.com

☎ +30 6949836465

📍 Athens, Greece

🔗 <https://github.com/Ssujuy>

EDUCATION

B.Sc. in Computer Science and Telecommunications

Specialized in Software Development and Data Management

📅 October 2017 – ongoing

📍 Department of Informatics and Telecommunications , NKUA

EXPERIENCE

Amco Inspired Technologies

Software Engineer

📅 November 2022 - ongoing

📍 Athens , Greece

- Developed **C++** software for electric bike docking stations via **RS485** serial (half-duplex protocol) with **MQTT** and **TCP** integration for status, configuration, and RPCs. Developed an automated passenger counting service with **HTTP**, **UDP** and **MQTT** communication for status and configuration. **Development** and complex **debugging** for ticketing system services.
- Experienced in developing with the **Qt framework** in **C++**.
- Modified and developed frontend dashboards using **JavaScript** and **CSS**, including maps and configuration interfaces.
- Created a **Python** script utilizing **REST API** for **database management** and **data manipulation**.
- Developed expertise in **Linux command line** and **Bash scripting**, including single commands and full-service scripts.
- Created **automation scripts** for **quality control** in production environments..
- Automated **GitLab CI/CD pipelines** for testing, deployment, and release management.
- Proficient in **Git** for version control, managing collaborative development workflows.
- Developed and deployed containerized applications with **Docker**.
- Experienced with **ARM architecture** and **Colibri processors**, creating OS images, troubleshooting, and configuring.
- Experienced with **IoT** solutions using **ThingsBoard** for data visualization and device management.

PROJECTS

Multi-Thread Server-Client System for Copying Entire Directories

Department of Informatics and Telecommunications , National Kapodistrian University of Athens

📅 2022

📍 Athens , Greece

- Description – Client requests a connection to the running Server. Client requests directory to copy from Server file system (communicates via socket). Then Server writes , using 1 thread for each file , all file 1 by 1 block by block . Finally , Client creates all files sent , in its own file system, and writes all contents in the respective files.
- Techs: C++ , Virtual Studio Code
- Link : Multi-Thread Server-Client System for Copying Entire Directories

Role Playing Board Game

Department of Informatics and Telecommunications , National Kapodistrian University of Athens

📅 2020

📍 Athens , Greece

- Description – Role Playing Board Game. User interacts via linux terminal Game starts and user selects number of players (1-3) and classes of heroes. After that the map is generated. In the game the user can move (up,left,down,right) , fight monsters , find a shop to buy items and level up by defeating monsters;
- Techs: C++ , Visual Studio Code
- Link : Role Playing Board Game

SOFT SKILLS

- Learning Potential
- Team Work
- Organization
- Flexibility
- Professionalism
- Responsibility
- MultiTasking
- Work Under Pressure
- Work Ethic

STRENGTHS

- Main Development Languages

C C++ Java Python PL/SQL Prolog
- Development WEB

PHP Javascript HTML CSS React
- Development Tools – IDE

Virtual Studio Code Eclipse NetBeans
- Development Tools – DB

MySQL Oracle
- Other

Linux Bash Git Docker Jira Markdown LaTeX

CERTIFICATES

Certificate of Proficiency in English - CPE
Both Michigan and Cambridge
📅 2014 📍 Athens , Greece

Delf B2
📅 2015 📍 Athens , Greece

LANGUAGES

Greek	●●●●●
English	●●●●●
French	●●●●●

OTHERS

- Sport : Basketball
- Voluntary Work : Happy Children-Happy Youth camp

GITHUB

- All of my projects can be found on my Github profile . Just a few are mentioned on my CV.
- Link : [Github Profile](#)