KONSTANTINOS ARVANITIS

@ kostas.arvanitis19@gmail.com

**** +30 6949836465

Athens, Greece

O 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

Movember 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

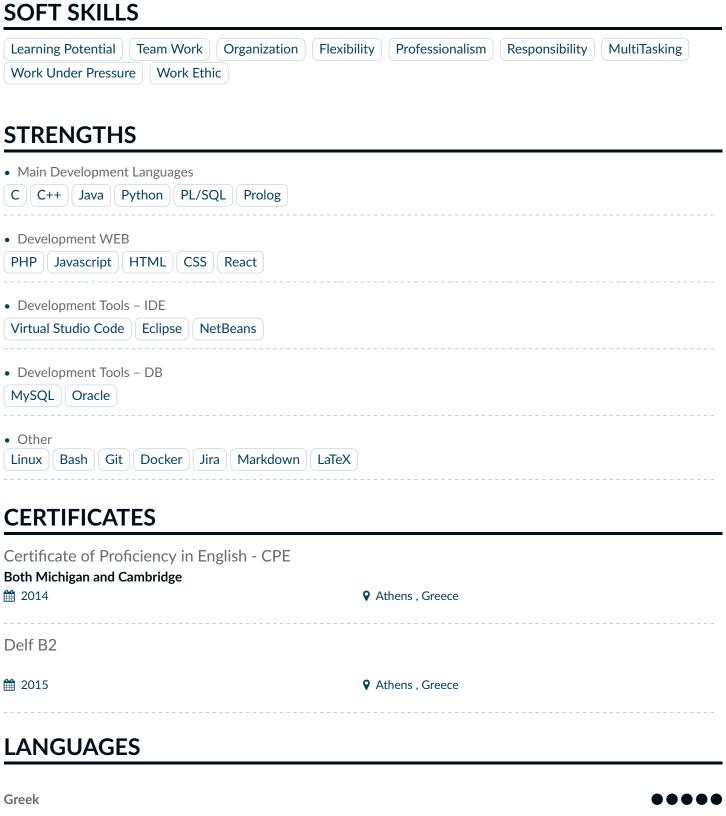
₩ 2020

• 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

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