# Efstathios Kapnidis - Software Engineer

## stathiskap75@gmail.com - LinkedIn - GitHub

## **Key Skills**

C, Python, JS / TS Agile,Scrum Docker, DevOps
Machine Learning Autonomous Cybersecurity

React / Svelte Team Worker Mechanical Engineering

Linux Administration Time management Robotics

## **Experience**

### Software Engineer @ Founders and Coders

05/2023 - Current

Trained, fine tuned, quantized and optimised Machine Learning models. Developed Applications for Database Visualisation / Manipulation. Used AI and concurrent technologies to automate email systems. PyTorch, Python, LLMs, Node, React

#### Full Stack Application Developer @ DealMaven

04/2023 - Current

DealMaven is a property sourcing business and I'm leading the design and deployment of the site. Svelte, tailwind, TS, Mail Chimp.

#### Junior Software Developer @ QA

07/2022 - 10/2022

I completed a comprehensive DfE Bootcamp program that covered a wide range of software development areas. Operating Systems, Security, Databases, Teamwork, Agile methodologies, Python, Java, SpringBoot, JUnit, REST API design.

### Founder of a Digital Marketing Agency

2019 - 2021

Started a Digital Marketing Agency that taught me invaluable lessons about personal development, and business. Although I couldn't secure clients, I'm eager to apply the lessons I got in future endeavours and share insights with others who are interested.

### **Education**

#### **University of Sussex - Mechanical Engineering with Robotics BEng**

2017 - 2022

Studied a variety of fields from Mechanics, Fluid Dynamics, Thermodynamics, to Embedded Systems, Computer Vision, 3D Modelling, Simulations and even Project Management and Business. Performed multiple experiments across all those fields.

# **Projects**

#### Blasteroids - Asteroids game written in C

07/2021 - Current

Using C, Make, and the allegro5 library, all the main parts of the game where added such as the registering of the events and timers, the drawing of the asteroids, the ship, and the bullets on the screen using transforms, and finally implementing collisions, sounds, a score system, life count and a menu.

https://stathis-site.vercel.app/