Efstathios Kapnidis - Software Engineer

stathiskap75@gmail.com - LinkedIn - GitHub

Key Skills

C, Python, JS / TS	Agile,Scrum	Docker, DevOps
AWS, Azure, GCP	Autonomous	Cybersecurity
React / React Native	Team Worker	Postgres, Mongo
Linux Administration	Time management	Redis, InfluxDB

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, React Native.

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, AWS, GCP.

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.

Startup Founder of a Digital Marketing Tools.   **2018 – 2021**
Launched a startup developing automation and analytics tools to enhance digital marketing efficiency. Used machine learning models to predict optimal platform spending. Marketed as a cloud solution (SASS) and on-premise solution. TS, PostgreSQL, React, AWS, Python

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/