Stelios Alegkakis

Software Engineer

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Profile

Motivated and detail-oriented software engineer with a strong foundation in problem-solving, and software development. I like to create beautiful stuff and efficient solutions through code. Eager to contribute to innovative teams and continuously grow as a developer.

Education

Computer science   Sep 2019 - Present
University of Crete, Heraklion
During my studies, I developed a solid foundation in software engineering, algorithms, data structures, and problem-solving, complemented by hands-on experience through multiple projects.

Projetcs

Alpha Compiler

Designed and implemented a compiler for the Alpha programming language in C++, focusing on lexical analysis, parsing, and code generation, while collaborating with a team.

Employee Management System

Developed an Employee Management System as a team project for a databases course. The system supports employee hiring, contract management, salary processing, and payment statistics. Built the backend using Java and MySQL for reliable data management, and implemented the frontend with HTML and JavaScript for a user-friendly interface.

Payday Game

Developed "Payday," a two-player board game implemented in Java using the Java Swing framework. Designed the game with a Model-View-Controller (MVC) architecture, featuring a dynamic board with unique activities on each position, dice mechanics, and a competitive objective to finish with the most money.

Links

Github
github.com/steliosalegkakis

Personal Page
steliosalegkakis.github.io/portfolio

Skills

Programming
Java, Javascript, C, C++, Python

Databases
MySQL

Web Development
HTML, CSS, React, Angular

Tools & Platforms
Git, VS code

Soft Skills
Team work, Time management, Probelm Solving