

Stelios Tsirindanis

Computer Science Undergraduate

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I am a fourth-year Computer Science undergraduate at the University of Crete with a solid foundation in computer science fundamentals, including algorithms, object-oriented programming, digital circuits design, and networking. I have good knowledge of Python and experience with C and C#, along with a strong interest in Game Design and modern AI tools. I am passionate about teaching and knowledge sharing, while also eager to continuously grow my skills through challenging opportunities.

Experience and Team/Personal Projects

Sales Representative at Nova Telecommunications (FTTH Expert)

February 2025

- Worked Part-time at Nova Telecommunications & Media S.A. as a sales representative mainly promoting the FTTH network at my city
- Created a tool in python that collects and displays data about FTTH connected businesses in Heraklion
- Strengthened communication skills through interactions with customers.

Databases Project (Java, SQL)

Fall 2024

- Designed and implemented an application for managing events in my city.
- Implemented many features like browsing and reserving tickets for events and admin tools for creating or deleting events and viewing statistics.
- Gained experience with database design, SQL queries and Java - SQL intergration.

Teaching Assisstant for the Object-Oriented Programming course in my University

2024

- Supported students in understanding object-oriented programming concepts like inheritance, polymorphism, and encapsulation.
- Assisted in creating and grading assignments and projects.
- Strengthened communication and mentoring skills through interactions with students.

Data Structures and Algorithms Project

Fall of 2022

- Designed and implemented several data structures (linked lists, trees, graphs) in C to solve complex problems.
- Analysed time and space complexity to improve the efficiency of algorithms.

Object-Oriented Programming Project

Fall of 2022

- Developed a Java-based application of the Hasbro board game Sorry! using principles of object-oriented design (inheritance, encapsulation, polymorphism).
- Applied OOP principles such as inheritance, polymorphism, and encapsulation to design modular and reusable code.
- Utilized Java features like exception handling and collections to enhance game functionality and robustness.
- Strengthened Java programming skills through hands-on development and problem-solving.

Game Development Contest — Team Project

Spring of 2022

- Collaborated in a team of four to design and develop a racing game using Unity and C#.
- Contributed to gameplay mechanics, physics, and user interface design, ensuring a smooth and engaging player experience.
- Earned 2nd place for innovation and technical execution in the competition.

Education

● High School Graduate

2022

● University of Crete

2022 - May of 2026

- Bachelor's Degree in Computer Science
- Current GPA: 8/10
- Expected graduation date: May 2026

Skills

- **Programming Languages:**
C, C++, C#, Python, Java, HTML, CSS, SQL
- **Tools & Technologies:**
Git, Bash/Shell Scripting
- Communication Skills

Languages

- Greek (native)
- English (fluent, C2 level)