

# Stelios Tsirindanis

## Computer Science Undergraduate

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📍 Herakleion, Crete

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

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● 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

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

## Languages

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