

Thanos Theodosiou

Software Engineer

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[Thanos Theodosiou](#)

thanostheo.github.io

EDUCATION

University of Piraeus — B.Sc. Computer Science

OCT 2014 - JULY 2019

GPA: 3.30/4.0

Specialization in:

Software Engineering and Artificial intelligence Systems

PROJECTS

[Maze Game](#) - (HTML, CSS & Javascript)

A game where Recursive Backtracking is used to dynamically generate a maze that players can solve. Also, the A* algorithm is used for the maze to be solved automatically. For the multiplayer version, I used firebase firestore to synchronize the maze and player positions across the clients.

[Raytracer](#) - (C++)

A raytracer that I am building from scratch using C++. This project helped me refresh my knowledge of vectors and understand the basics of raytracing.

[RailsBook](#) - (Ruby on rails)

A simple Facebook clone made using Ruby on Rails. I used Heroku to deploy it and for a database I used PostgreSQL.

EXPERIENCE

HELLENIC ARMY — Secretarial Support

FEB 2020 - JUN 2020

Worked on receiving and distributing incoming messages and sending outgoing messages, maintaining the diaries, filing.

HELLENIC ARMY — Air traffic Control assistant

NOV 2019 - FEB 2020

Used software for monitoring incoming and outgoing flights for the Stefanovokeio Military airport (LGSV).

Programming Languages

- C++
- Javascript
- Ruby
- Html5, CSS3
- Python

Technical Skills

- Algorithms
- Databases
- Git/Github

LANGUAGES

- Greek: Native
- English: Business