

Thanos Theodosiou

Miaouli 9, 16451 Argyroupolis, Greece

(+30) 6978161152 | thanosthd@gmail.com | thanostheo.github.io

EDUCATION

Univrestity of Piraeus, July 2019

GPA: 8.14/10

B.S. Computer science

Track: Software Engineering and A.I. Systems

Coursework: Algorithms, Data Structures, Object-Oriented Programming, Databases, Web Development, Human-Computer Interaction, Software Engineering

SKILLS

Languages: C++, Javascript, Python, SQL, HTML, CSS, Ruby

Tools: Git, Visual Studio, Visual Studio Code, Android Studio, Ruby on Rails, Heroku

PROJECTS

Maze, July 2020

A singleplayer and multiplayer maze game in Javascript where players try to solve a maze. Recursive backtracking was implemented to dynamically generate a random maze. Also, an implementation of the A* algorithm was used for automatically generating a solution for the maze. Finally, firebase firestore was used, for the multiplayer version of the game, for storing and synchronizing player positions, across all clients.

RailsBook, May 2020

A social networking app using Ruby on Rails where users can upload posts that may contain images or not, they can also like or leave comments on other peoples posts. Finally, users can add other members as friends. For data storage PostgreSQL was used and the app was deployed using Heroku.

SVM-Based link prediction in time-varying Networks, October 2018 – February 2019:

My diploma thesis, where a Python console application, was created, in which an SVM classifier is used to predict the links that will be formed in a future iteration of a network. This could be used to suggest to users of social media new friends and or posts they might like.