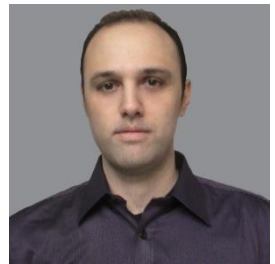


# IGNATIOS KAREKOS

Address: 20 rue Jean Schaack, L-7251 Helmsange, Luxembourg

Phone: +306944413204, +35226330688

E-Mail: [airinal@gmail.com](mailto:airinal@gmail.com)



## Education

- **MSc in Informatics** (University of Piraeus, 2015)
- **BSc in Philosophy, Pedagogy & Psychology** (University of Athens, 2006)

## Skills and competences

- **English:** Fluent
- **German:** B2
- Creative, organized and communicative, I am fond of efficient time management. I love to learn and I strive to be effective and adaptable in my work.
- Computer Skills: Web development (.NET, Angular, React, SharePoint, NodeJS, WordPress), Web design (HTML, CSS, SASS,), MS Visual Studio, VS Code, MSSQL, MongoDB, Game development (Unity3D). Programming languages: JavaScript, C#, Python, PHP, C, C++, Java. Revision Control: Git, TFS, SVN. OS: Windows, Linux, macOS. Other programs: Microsoft Office, Adobe Photoshop, 3DS Max.
- Car driving license.

## Work experience

- Technical lead at Kreios S.à.r.l (2018 - present): .NET, Angular, Unity, Azure
- Software architect at GameMastery (2019 - 2023): .NET, Angular, React
- Game developer at Dorado Games (2016): Java, HTML, JavaScript
- Web developer at Dataverse LTD (2015 - 2016): .NET, SharePoint
- .NET developer at CORE Software & Solutions (2014 - 2015): .NET
- Independent game developer at Mythonic Games (2014 - 2020): Unity, C#
- Web developer at Cretapost.gr (2013 - 2014): WordPress

## Notable projects

### **Sustainability Web Application (2021-2023): .NET, C#, Azure**

- Led backend architecture and implementation for intervention and trading modules.
- Acted as technical lead for a team of offshore developers.
- Translated and optimized complex trading algorithms from R to .NET 6.
- Managed GraphQL API technology, ensuring performance and efficiency.

- Oversaw authentication using Azure AD B2C and managed infrastructure in Azure.

### **Gaming Portal Website (2019-2023): .NET, C#, Angular, React**

- Directed software architecture and led implementation for backend (.NET 7) and frontend (Angular).
- Integrated APIs from major gaming platforms for data querying.
- Acted as technical lead for a team of designers and developers.
- Optimized database queries (MSSQL & MongoDB).
- Developed OAuth 2 support, data indexer, matchmaking system, discounts module, and wishlist feature.
- Created chat, notifications, user profiles, Twitch extension in React, and gaming data mastery page.

### **Media Application Development (2020-2021): .NET, C#, Angular**

- Focused on backend development with occasional frontend tasks.
- Acted as technical lead for a team of offshore developers.
- Implemented Elasticsearch for efficient text-based media searches.
- Helped with troubleshooting on staging and production environments.

### **Financial Application Development (2019-2020): .NET, C#**

- Worked on backend tasks including Kafka to RabbitMQ queue migration and fund documents dissemination module.
- Gained experience in financial data handling and efficient retrieval.

### **Interactive 3D Theater Visualization (2017-2019): Unity, C#**

- Developed real-time 3D visualization of theater machinery movements.
- Utilized Unity and C# for accurate display and user interaction in 3D space.
- Applied performance optimization techniques for low-end graphics hardware.

### **HTML5 Game (2016): SASS, Handlebars, HTML Canvas**

- Role as a frontend developer with occasional backend Java optimizations.
- Gained experience in an international, multicultural team setting.

#### **Mobile Strategy Game (2015-2016): Unity, C#**

- Acted as team lead for a tower defense game developed in Unity for Android and Windows Phone devices.

#### **Greek Ministry of Culture Website (2016): SharePoint, Bootstrap, Oracle DB**

- Implemented the website using SharePoint and Bootstrap.
- Developed a data migration application from Oracle DB to SharePoint.

#### **News Portal Website (2013-2014): WordPress, PHP**

- Customized a WordPress-based Greek news portal.
- Created PHP widgets for polls and election data display.