

Xenofon Logothetis

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Education

National and Kapodistrian University of Athens Sept 2021 – Present
4th-year Undergraduate, Dept. of Informatics & Telecommunications

Technical Projects

SIGMOD Runtime Engine | *Modern C++, Systems Programming*

[Code](#)

- Developed a **high-performance analytical query runtime** optimized for join-heavy workloads.
- Implemented and benchmarked custom **hash-table strategies** (Robin Hood, Hopscotch, Cuckoo) and join algorithms.
- Mastered professional collaboration workflows: utilized **GitHub Actions** for CI/CD, managed complex **branching strategies**, and performed peer code reviews.
- Collaborated within a team to ensure module compatibility, utilizing **CMake (FetchContent)** and **Catch2** for automated testing.

OpenGL Orbital Scene | *C++, Graphics Programming*

[Code](#)

- Engineered a real-time 3D engine using the **Modern OpenGL pipeline** (VAO/VBO/EBO) and GLSL shaders.
- Implemented dynamic **Phong lighting** with a moving point light and interactive spherical coordinate camera controls.
- Managed asset pipelines using **Assimp** for mesh loading and **stb_image** for texture management.
- Developed a time-based animation loop with GLFW input handling and cross-platform build tooling.

Vampires vs. Werewolves | *C++17, Game Architecture*

[Code](#)

- Designed a turn-based strategy game emphasizing **Object-Oriented Design** (Inheritance, Encapsulation).
- Built a **procedural map generator** and grid-based coordinate logic for AI-controlled entity movement.
- Leveraged **STL containers** (std::vector, std::map) and randomness for dynamic combat rules.

Work Experience

Construction Company K.VYRINIS A.E. Athens, Greece

- Performed demanding on-site construction activities requiring significant physical labor and focus.
- Developed the ability to work under high pressure and intense stress while maintaining composure.
- Demonstrated high endurance and a strong work ethic, staying calm and productive during long shifts and physically exhausting conditions.

Technical Skills

Languages: C, C++, Python, Java, SQL, Matlab, GLSL
Tools/DevOps: Git, GitHub Actions, CI/CD, CMake, Linux, Catch2
Engineering: Parallelism (Work-stealing), Modern OpenGL, OOP, Database Internals
Languages: Greek (Native), English (Fluent), German

[Click here to view my Cover Letter](#)