

Zacharias Kontogiannis

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EDUCATION

BSc. in Computer Software Engineering at Hellenic Mediterranean University (GPA: 7,52/10) **Oct 2017 – July 2023**

General High School of Gazi, Heraklion Crete **Sep 2014 – June 2017**

CERTIFICATIONS

Certification of “Computer and Network Specialist”, Hellenic Army **July 2024**

Certificate of Proficiency in English, University of Michigan **Nov 2014**

PROFESSIONAL EXPERIENCE

Computer and Network Specialist **Oct 2023 – July 2024**

Information Technology Support Center of the 5th Airmobile Brigade of the Hellenic Army, Chania Crete

- Mentored reservist staff and trained new personnel.
- Administered and maintained Administered local area network operations on Windows Server 2012 R2 in vSphere ESXi.
- Provided technical support for the Division's Information Systems and local network.

Software Engineering Scholarship **Sep 2022 – July 2023**

Undergraduate Scholarship in The Institute of Computer Science (ICS) – Foundation for Research and Technology – Hellas (FORTH), Heraklion Crete

- Expanded my internship's project into a desktop application using Angular and Electron.js, migrating from a web-based solution for improved local processing.
- Integrated Azure Kinect DK for real-time body tracking and depth sensing, replacing the web camera for higher accuracy.
- Connected and processed body data from Azure Kinect DK using C, optimizing performance by leveraging low-level access to the device's sensors and improving real-time processing accuracy.
- Implemented a data pipeline to manage Azure Kinect's body tracking data and integrated it with the existing front-end application built with Angular.
- Continued to conduct public tests, refining the application based on user feedback to improve tracking accuracy and user experience.

Software Engineering Internship **Mar 2022 – Aug 2022**

The Institute of Computer Science (ICS) – Foundation for Research and Technology – Hellas (FORTH), Heraklion Crete

- Developed a real-time web application using Angular, integrated with a web camera to capture live video feed and process body data through BodyPix from TensorFlow.
- Collaborated in weekly meetings with the project supervisor to discuss progress, review milestones, and align development with project goals.
- Organized and conducted public testing sessions, gathering feedback from external users not involved in development, and incorporated suggested improvements to enhance usability and performance.

- Refined the application based on user input, improving the accuracy and responsiveness of body tracking features by adjusting TensorFlow model parameters and front-end UI.

PROJECTS & EXTRACURRICULAR

BodyPix/Kinect Media Gallery

- Developed an Angular-based interactive media gallery to browse images/videos using hand gestures detected via BodyPix from TensorFlow using a web camera.
- Expanded the project by implementing support for Azure Kinect DK, processing body data with C for enhanced motion tracking accuracy and depth sensing.
- Hosted the Angular code in an Electron environment, enabling the media gallery to function as a desktop application with seamless real-time user interaction.

Thesis “eCENI Application”

- Developed a Flutter application to digitize the Clinical Ethnographic Narrative Interview, streamlining the interview process into a mobile-friendly platform.
- Enhanced the interview process by implementing features that improved user interaction.
- Used flutter for cross-platform capabilities and Firestore to store the screen recordings and screenshots on the Cloud.
- Assisted Mrs. Denise M. Saint Arnault and her global collaborators in transitioning from traditional methods to digital applications.

Mobile e-Shop

- Created a mobile e-shop using HTML, PHP, Bootstrap, JavaScript, and MySQL, hosted on a local server using XAMPP and phpMyAdmin.

2048 Puzzle Game

- Developed a Java Swing version of the 2048 game, implementing design patterns like MVC and Singleton.

SKILLS

Programming languages: JavaScript, TypeScript, HTML/CSS, Dart, C, Java, SQL, PHP, Python

Frameworks/Technologies: Angular, Flutter, MySQL, PostgreSQL, Bootstrap, TensorFlow, Git, Firebase

Languages: Greek (Native), English (Fluent)

MISCELLANEOUS

Fulfilled Military Services