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Hands-on software engineering leader capable of guiding teams to deliver valuable, high quality software. With a strong technical background, I am able to communicate with Software Engineers on both a technical as well as a personal level. People are my highest priority as happy and motivated individuals are the most valuable resource to a company.

Education

2011 – 2012 *MSc Software Engineering*

University of Amsterdam, The Netherlands

2005 – 2010 *BSc Computer Science and Telecommunications*

University of Applied Sciences of Thessaly, Greece

Experience

Kambr, CTO (May 2019 – Present)

Helped grow a team of 3 engineers in this early stage startup to 12 engineers within the course of the year. From the first weeks of joining, the team was able to organize itself to deliver value, and continue to do so for the coming months reaching important milestones along the way.

Being cloud agnostic, our (on-premises) deployment option could be installed in a single click at the customers own cloud provider - whether on Google Cloud Platform (GCP), Amazon Web Services (AWS) or Microsoft Azure (AZ). The solution relied on Docker, Kubernetes, Kustomize, Terraform and automation using Azure Pipelines and Replicated.

The technologies used included Kotlin, Spring Boot, Vue.js, PostgreSQL and more. We used a monorepo to ensure versioning consistency between the various services as well as true end-to-end testing. This also allowed software engineers to be truly full-stack by eliminating any barriers to contribute to a component outside their comfort zone.

Yieldr, CTO (Jun 2017 – February 2019)

As CTO I lead the software engineering department of 18 professionals ranging from individual contributors, scrum masters, product owners and designers. The organization was formed around our products in 4 cross-functional teams, collaborating with each other, product managers and customers in order to deliver the products that fulfill the company's product vision.

Introduced and rolled out the LeSS framework for scaling our agile teams taking inspiration from the Spotify engineering culture, adopting small and frequent releases, feature flags and a self-service approach to managing infrastructure.

We would have one-on-one meetings with each engineer in my department and worked on their career growth using personal development plans.

In the spirit of passing it forward, we've collaborated with Restart.Network on delivering ongoing classes on REST APIs, Symfony and API Platform to people from refugee, low-income or minority backgrounds.

Yieldr, Chief Architect (Jan 2016 – Jun 2017)

At a time when the company attempted to pivot from a traditional Demand Side Platform and venturing into the airline vertical, I was responsible for drafting the architecture of Yieldr Air, a streaming analytics, customer relationship management and flight revenue analysis system.

Languages used varied from Go, PHP and JavaScript, while technologies included Amazon Kinesis, Amazon Redshift, Apache Druid the latter of which we contributed to.

Led the adoption of containers using Docker and Kubernetes and a broader philosophy of infrastructure as code using Terraform and Packer. In addition to that I've introduced and iterated on our Continuous Integration / Delivery practices using Wercker and keeping track of quality with Code Climate.

Yieldr, VP Product (Jun 2015 – Jan 2016)

In a role outside my comfort zone, I was in charge of taking our product offering to the next level, with important additional features for the Demand Side Platform such as a Product Feed API and Dynamic Banner Ads.

Yieldr, Software Engineer (Jun 2012 – Jun 2015)

One of the initial software engineers to be hired at Yieldr I was part of the team which successfully launched the Yieldr Demand Side Platform. I was mainly responsible for the back-end of the stack, developing the Yieldr API and supporting systems.

Usabilla, Software Engineering Intern / Thesis (Feb 2012 – Jun 2012)

At Usabilla I worked on my master's thesis "Exploring the use of markup and attributes for classifying HTML snippets". The application of which was intended for use in one of the companies incubating projects at the time, Usabilla Discover.

Intership Navigation, Software Developer (Feb 2011 – Aug 2011)

Participated in the development of a crew management system using C# and the .Net framework from Microsoft. In addition, I've led the creation of a tool which enabled crew managers to access system information while offline - for example when travelling to a vessel for upcoming crew changes.

QV Web, Web Developer Intern (Apr 2010 – Sep 2010)

Using early versions of the Symfony framework (PHP), I've helped with various tasks in web development.

Open Source

Being a software engineer at heart, I code almost daily on personal or community projects. I am the maintainer of the *Auth0 terraform provider* and the *Auth0 SDK for Go* among other projects. With some collaboration between myself, Auth0 and HashiCorp, the provider has been accepted recently into the Terraform Provider Developer program.

Other projects include mustache, an (almost) fully spec compliant Go implementation of the mustache templating language. This project was partly a learning experience, inspired by Rob Pike's venerable talk on Lexical Scanning in Go.

The exp package is an implementation of a binary expression tree which can be used to evaluate arbitrary binary expressions. A version of this was used on production at Yieldr's behavioural tracking service, by evaluating URL parameters and placing users into segments upon matching certain criteria.

You can find all my contributions on my GitHub profile.

Technologies

Go, JavaScript, PHP, Kotlin, Java, C#, C, PostgreSQL, MySQL, MongoDB, Redis, Memcached, Apache Druid, Apache Kafka, InfluxDB, Prometheus, Grafana, Elasticsearch, Docker, Kubernetes, Terraform, Packer, Code Climate, Amazon Web Services (AWS), Google Cloud Platform (GCP)

Library

Management and Leadership:

- Scaling Lean & Agile Development by by Craig Larman and Bas Vodde
- The Manager's Path by Camille Fournier
- Managing Humans by Michael Lopp
- The Five Dysfunctions of a Team by Patrick Lencioni
- High Output Management by Andy Grove

Software Engineering:

- Clean Code by Robert C. Martin
- The Pragmatic Programmer by Andrew Hunt and David Thomas
- Refactoring by Martin Fowler, Kent Beck, John Brant, William Opdyke, Don Roberts, and Erich Gamma
- The Mythical Man-Month by Fred Brooks
- Continuous Delivery by Jez Humble and David Farley

References Upon Request