

# Athanasios Sioppidis

## Software Engineer/Developer

I am an aspiring software engineer/developer that loves learning new skills and developing the best product possible.

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## EDUCATION

### Bachelor's and Integrated Master's Degree, Electrical and Computer Engineering

Aristotle University of Thessaloniki

09/2016 - 12/2022

Electronics and Computers field

- Software Engineering
- Computer Security
- Databases
- Machine Learning

## WORK EXPERIENCE

### Software Engineer

Input Creative Solutions

07/2021 - Present

Thessaloniki, Greece

Achievements/Tasks

- Create Web and Mobile Applications for internal and external use
- Work on the full stack using .NET, Next.js and Flutter
- Separate Monolithic applications to microservices and bring them to modern standards
- Design and Create an E-Commerce platform that allows for the creation of a wide range of E-Commerce application types from B2B to B2C
- Design and Create a Crypto-Stocks game platform covering both Web and Mobile
- Design and Create Administrative tools for the management of front facing applications
- R&D new technologies with the aim of improving productivity and stability

### Wordpress Developer

Human Light Sense/Human Light Touch

09/2018 - 06/2019

Greece

The company human light sense is a paramedic office about pain relief and physical well being.

Description

- Helped expand the company's reach to the English audience by adding the ability to change the website's language and translating all the pages
- Improved the menu system and added new requested features like website view counts, toggles for changing languages, calendars for appointments and contact forms
- Made sure to learn any new skills that were required to create the features that were requested and delivered them on time

## SKILLS



## PROJECTS

### Portfolio (10/2022 - Present) [🔗](#)

- My portfolio website created using GitHub Pages that can act as a more pleasantly read CV

### Gamification Technologies to crowdsource samples for Speech Emotion Recognition (10/2021 - 10/2022) [🔗](#)

- Researched the use of games as crowdsourcing tools for speech emotion recognition
- Created two games that collect and validate voice samples from users using Unity
- Created an API to collect user data and share a dataset of them using Express.js and MongoDB

### Double Dragon Mayhem (01/2019 - Present)

- Code the entire system of the game according to design patterns and code sustainability in mind
- Design new features for the game in collaboration with an artist
- Take care of all the Unity3D part of the project
- Develop in game debugging tools to improve testing procedures

### Ball Buster (10/2020 - 11/2020) [🔗](#)

- Thought of the game idea, planned its features, gave myself deadlines, developed it and released it to the PlayStore using Unity
- Created my own art for the first time and experimented with the tool Aseprite

## CONFERENCES

SFHMMY 11

## LANGUAGES

English  
Full Professional Proficiency

Greek  
Full Professional Proficiency

## INTERESTS

Game Development

Fingerstyle Guitar

Video Editing/VFX