

# ATHANASIOS SIOPPIDIS

Software Engineer

✉ thasiopp@gmail.com

📍 Thessaloniki, Greece

in LinkedIn

🌐 athasiop.github.io

## Summary

Full stack software engineer passionate about learning new skills and developing high-quality products. Experienced in .NET Core, Angular and various technologies for building complex enterprise applications.

## Work Experience

**Software Engineer** 02/2023–Present  
*Communication & Information Technologies Experts SA (CITE)* Athens, Greece

- Develop complex enterprise applications
- Researched and developed an Integration Testing solution that improves system stability
- Working in an agile environment with Full Stack development using Angular and .NET Core

**Software Engineer** 07/2021–12/2022  
*Input Creative Solutions* Thessaloniki, Greece

- Developed an E Commerce platform for creating multiple EShops
- Built Crypto Trading Web and Mobile applications using Binance and Crypto.com APIs
- Internal tooling created for importing/exporting data online (Twitter) and offline (Excel)

## Education

**Master's Degree** 09/2016–12/2022  
*Electrical and Computer Engineering, Aristotle University of Thessaloniki*

- Electronics and Computers field specialization
- Courses: Software Engineering, Databases, Computer Security, Machine Learning

## Technical Skills

C# .NET Core SQL Server Angular TypeScript HTML  
CSS SQL MongoDB ElasticSearch JavaScript Node.js  
.NET Flutter Razor EF Core Unity3D Express.js xUnit  
Docker

## Personal Projects

**Diploma Thesis** 10/2021–10/2022  
*Gamification for Speech Emotion Recognition*

- Researched the use of games as crowdsourcing tools for speech emotion recognition
- Created two games collecting and validating voice samples using Unity
- Developed an API for user data collection using Express.js and MongoDB
- Set up an Ubuntu Web Server using NGINX to host services

**Project Mayhem** 01/2021–Present  
*Beat 'em up Game*

- Code game systems using design patterns and sustainable code practices
- Collaborate with an artist on feature design
- Develop in-game debugging tools to improve testing procedures

**Ball Buster** 10/2020–11/2020  
*Mobile Game*

- Conceptualized the game idea, planned features, set deadlines and released on PlayStore
- Created original pixel art assets

## Languages

**Greek:** Native

**English:** Fluent

## Interests

Game Development, Electric Guitar

## Additional Information

**Military Service:** Fulfilled