Dhimitrios Duka

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EDUCATION

SAARLAND UNIVERSITY
M.Sc. in Computer Science
Oct. 2023 - Present
Saarbrücken, GER

POLYTECHNIC UNIVERSITY OF TIRANA
B.Sc. in Computer Engineering
Oct. 2018 - Mar. 2022
Tirana, AL

SKILLS

PROGRAMMING
Languages:
Java • Python • JavaScript • TypeScript • SQL • C • C++ • LaTeX
Frameworks:
Spring Boot • Flyway • JUnit • Mockito • Liferay • NestJS • NextJS • Pytorch
Libraries:
Bootstrap • JQuery • Thymeleaf • Lombok • Prisma
Miscellaneous:
Git • Activiti • Maven • Docker • JPA • Tailwind CSS

EXPERIENCE

SCIANT | Software Engineer
Aug. 2023 - Oct. 2023 | Tirana, AL
- Worked on an integration project for Protel, utilizing Amazon S3 and Spring Boot as the backend framework, with DynamoDB as the database.
- Accomplished seamless data integration, performance optimization, and maintained comprehensive documentation.

DIGITSAPIENS | Software Engineer
Aug. 2021 - Jul. 2023 | Tirana, AL
- Developed and maintained the Unified Patent Court e-justice system, which digitalizes the process of deciding on the infringement and validity of Unitary Patents and classic European Patents.
- Demonstrated expertise in identifying and resolving bugs resulting in significant performance gains.
- Successfully ported an existing monolith to a microservices' architecture for an internal project, resulting in improved scalability and maintainability.

IKUBINFO | Software Engineer Intern
May 2021 - Jun. 2021 | Tirana, AL
- Designed and implemented an application leveraging a Model-View-Controller architecture.
- Utilized Spring Boot, and its complementary frameworks for the back-end and Thymeleaf for the front-end development.

PROJECTS

Oct. 2023 - Feb. 2024
- Developed Zeus, a ray tracer utilizing the Lightwave framework, as the final project for the Computer Graphics course at Saarland University.
- Implemented various rendering techniques, materials, and camera functionalities.
- Utilized acceleration structures and parallel execution to optimize the performance.

ZEUS Oct. 2023 - Feb. 2024
- Developed Zeus, a ray tracer utilizing the Lightwave framework, as the final project for the Computer Graphics course at Saarland University.
- Implemented various rendering techniques, materials, and camera functionalities.
- Utilized acceleration structures and parallel execution to optimize the performance.

IMAGE CAPTION GENERATOR Sep. 2021 - Mar. 2022
- Built and trained a Machine Learning model for automatically generating image captions in Albanian.
- Leveraged an existing dataset with English captions and employed a pre-trained Neural Machine Translation model to automatically translate the captions to Albanian.
- Utilized an existing Encoder-Decoder architecture.

HONORS/AWARDS

2024 — First place winner of the Computer Graphics rendering competition at Saarland University in the winter semester of 2023-2024.