Iraklis Konsoulas

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WORK EXPERIENCE

4 OCT 2022 – CURRENT Remotely, Greece
WEB DEVELOPER EUROPEAN DYNAMICS

I maintain and enhance the codebase of an old web app project written in Java EE mixed with Spring. The project's tech stack includes among others:
1. Oracle PL/SQL & DBMS
2. Python
3. Docker
4. Vagrant
5. Apache Weblogic
6. Hibernate
7. Jenkins
8. Kafka
9. Git
10. Jira

APR 2022 – SEP 2022 Thessaloniki, Greece
GAME MASTER COUNT TOWN ESCAPE ROOMS

I served and monitored customers in 2 horror escape rooms. This enhanced my ability to spot details and pay close attention to everything going on while multitasking and communicating with other people.

DEC 2020 – JUL 2021 Greece
FREELANCING HIGH SCHOOL INFORMATICS PRIVATE TUTOR

I taught High School Informatics to students privately, through the internet, during the CoViD-19 pandemic.

1 DEC 2014 – SEP 2022 Thessaloniki, Greece
WAITER & BARISTA STELLA'S (FAMILY RUN CAFÉ)

I made coffee and served customers while also cooperating with my colleagues and prioritising work on where everybody should focus.

FEB 2016 – 2018 Greece
WEBSITE MAINTAINENCE I-PINS.GR

I uploaded new articles and deleted old ones, in a Joomla CMS using the Helix framework, for a forklift-selling website. That required the knowledge of forklift parts and special perks, as well as the ability to do research on new forklifts or forklift parts

EDUCATION AND TRAINING

7 OCT 2018 – CURRENT Thessaloniki, Greece
INFORMATICS AND ELECTRONICS ENGINEER STUDENT International Hellenic University

Address Thessaloniki, Greece | **Website** https://www.iee.ihu.gr/ | **Level in EQF** EQF level 6

14 JUN 2018 Thessaloniki, Greece
HIGH SCHOOL DIPLOMA

Address Thessaloniki, Greece | **Field of study** Finances and Technology | **Final grade** 19.4/20 | **Level in EQF** EQF level 4

SEP 2021 – FEB 2022 Porto, Portugal
INFORMATICS ENGINEER ERASMUS STUDENT University of Porto

Address Porto, Portugal | **Level in EQF** EQF level 7 | **Type of credits** ECTS | **Number of credits** 18

LANGUAGE SKILLS

Mother tongue(s): **GREEK**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	B2	B2	B2	B2	B2
GERMAN	B1	B1	B1	B1	B1
PORTUGUESE - CURRENTLY LEARNING	B1	B1	A2	A2	A2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

Microsoft Office | Kaggle | GitHub/GitLab | pgAdmin | Zapier | Yandex Metrika | CMS tools like Drupal, EpiServer, Wordpress | Visual Studio /Visual Studio Code | Spyder/Jupyter/Anaconda | Work management tools (Trello, Slack) | Octave/MATLAB | NuGet | NetBeans | MySQL WorkBench | Google Workspace (Google Drive, Google Docs, Google Slides, Google Sheets, Google Forms) | Google Colab | Basic Image editing (GIMP) | Discord | Arduino | Android Studio | Docker Kubernetes | JetBrains Products | Basic graphic design - Canva | Raspberry Pi | Blender, 3D modeling

ADDITIONAL INFORMATION

MY TECH STACK

Java

1. OOP
2. Swing
3. JPA
4. JDBC
5. for Android
6. Maven
7. Hibernate (Basic Knowledge)
8. Collections
9. Streams & Functional programming

Python

1. OOP
2. TensorFlow
3. Keras
4. Pandas
5. Matplotlib
6. Threading
7. IPython Notebooks
8. Django, Flask (Basic Knowledge)
9. ODBC
10. Requests

JavaScript

1. ES6+
2. Node.js & npm

    3. AJAX
    4. jQuery (Basic Knowledge)

SQL in MariaDB, MySQL, PostgreSQL & Oracle DB

1. Triggers
2. Stored Procedures
3. Functions
4. Transactions
5. Partitions
6. Sequences
7. Synonyms

NoSQL Databases

1. Firebase (Basic Knowledge)
2. MongoDB (Basic Knowledge)

Shell Scripting

1. Bash
2. PowerShell (Basic Knowledge)
3. Batch

HTML/CSS

1. HTML5 (Basic Knowledge)
2. Media queries (Basic Knowledge)
3. Flexbox display (Basic Knowledge)
4. SASS (Basic Knowledge)
5. Post CSS (Basic Knowledge)

Markup Languages

1. XML
    a. XQuery
        i. FLWOR
    b. XPath
    c. SOAP API
    d. XHTML
2. JSON
3. YAML
4. Markdown
5. .properties (Basic Knowledge)

Prolog (SWI-Prolog)

PHP (Basic Knowledge)

x86 Assembly Language (Basic Knowledge)

C/C++

1. OpenMP (Basic Knowledge)
2. MPI (Basic Knowledge)
3. CUDA (Basic Knowledge)

C#

1. .NET
    a. ADO.NET MVC (Basic Knowledge)
    b. NuGet

R (Basic Knowledge)

• Data Analysis

Git

1. Git flow & branches
2. PRs
3. GitHub actions (for CI purposes)

HOBBIES AND INTERESTS

Escape rooms (50+) and puzzle solving

Sports (Football and Greco-Roman Wrestling)

Travelling (10+ Countries)

Music (Bass Guitar)

HONOURS AND AWARDS

3 OCT 2020
Contestant in NASA SpaceApps 2020 Competition – NASA A 2-day competition, challenging teams to develop apps or websites, to either find solutions to current problems of
NASA's different sections, or inform users about space-related science projects or troubles. I joined the competition as a member of BEAM AUTh to improve our team cohesion and find new ideas for our future projects.

3 MAR 2017
Distinction in the 4th Competition of Creative Experiments in High Schools – 1st Experimental High school of Thessaloniki A group competition where teams were tested through experiments in three different science fields: Physics, Biology, Chemistry.

24 NOV 2016
Certificate of Participation in Advanced Particle Physics Masterclass – Mastercalsses The lecture included a lab part,where we simulated the function of the CERN colliders, as well as the demonstration of the fundamental particles of the world and the contribution of quantum physics to the bigger picture of solid physics

PROJECTS

2019
Academic - Sc4re video game Part of University's Human-Machine Interaction course was a team project on building an interactive 2-player game using Java. My team's game was named Sc4re, it was influenced by the classic Connect-4 game and the whole project was awarded with a 10/10.

Link https://github.com/dyka3773/uni-projects/tree/main/Project Quad

2019
Academic - Computational System of a Library Part of University's Database Technologies course was a team project on building a computational system using Java and MySQL. The Project got a 10/10 review from the professor.

Link https://github.com/dyka3773/uni-projects/tree/main/DBTech

OCT 2020 – JAN 2021
Academic - Pneumonia Detection Using Deep Learning Models Part of University's Advanced Machine Learning course, was an individual project on classifying chest X-ray images to 3 classes:
  1. the patient is healthy
  2. the patient has bacterial pneumonia
  3. the patient has viral pneumonia

The outcome of the used models has reached an accuracy of 81% which confirms that they are effective and can be implemented for the detection of Pneumonia in real life patients.

The project code and academic paper can be found in my repository under the `uni-projects/Advanced Machine Learning` file.

Link https://github.com/dyka3773/uni-projects/tree/main/Advanced Machine Learning

JAN 2021 – MAY 2021
Academic - Flock Mass Email Center Part of the University's Complete Information Systems Development course was a team project on building a mass email centre using .NET Framework. Each team consists of 5 individuals with different backgrounds to simulate a real-life work environment. My role in the group was the Back-End development and DBA, where I used C# and MySQL to build an API for our web app

Link https://github.com/dyka3773/Flock

JAN 2021 – MAY 2021
Academic - Score4 Sports App Part of University's Advanced UI course is a group project on building a sports application using Android Studio, Java and Firebase.

Link https://github.com/dyka3773/uni-projects/tree/main/Advanced UI (Android Programming)

ASCII Art Generator My version of the ASCII Art project in the "Python Playground: Geeky Projects for the Curious Programmer". An image is passed to the program as a parameter and an ASCII version of the same image is generated.

FEB 2021 – CURRENT
Member of drAIve student group drAIve is a technological student group, based in the International Hellenic University Sindos Campus. The main target of this student group is to develop and build an autonomous and self-driving car. I was hand-picked by the professors in charge to join the Machine Learning sub-team and decided to also join the PR team, because of the organisational aspect it has.

https://draive.gr/

ONGOING PROJECTS

JUL 2020 – CURRENT
Active member as an Informatics Engineer of BEAM AUTh student group

BEAM (Beyond Earth Aristotle Missions) is a space technology student group, based in the Aristotle University of Thessaloniki. The idea of creating the team was conceived in April of 2018 by Aristotle University of Thessaloniki students. Students from various AUTH faculties form the team who are eager to apply their knowledge to new ideas and extend them to both theoretical and practical levels.

Link beamproject.gr

BEAM STUDENT GROUP

JUL 2020 – CURRENT
3rd Gen & DROPSTAR

I am part of the Software subteam in Project DROPSTAR which takes part in Cycle 14 of the REXUS/BEXUS programme sponsored by ESA, DLR, SSC, EUROLAUNCH, ZARM and Esrange Space Center. Our project aims to study the effects of microgravity conditions in the coalescence events of droplets in an emulsion.

JAN 2021 – DEC 2021
ECOWISE's Data Analysis Sub-team

My team was responsible for the Data Analysis of the project ECO-WISE. We developed a program which functions live, during a stratospheric balloon's flight and analyses the data collected by the experiment of ECO-WISE. Part of this program is the live display of some data regarding atmospheric parameters, internal experiment conditions and the efficiency of the experiment's components.

Link https://github.com/dyka3773/data-analysis-ecowise

VOLUNTEERING

JAN 2020 – JUL 2020
Programming help/instructions to students in need I participated in the University's volunteering team to aid weaker students in Java programming for a semester, but the CoViD-19 pandemic compelled me to stop.

JUN 2022 – 2 OCT 2022 Thessaloniki
Organizing committee in NASA International Space Apps Challenge 2022 I was part of the Academics team which had to find and contact possible mentors, experts and lecturers to help and/or judge the contestants of the hackathon.