

# Manos Kammas | Software Engineer

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As a software engineer with over 6 years of experience, I have worked mostly in the backend as well as in the frontend, implementing best practices like TDD and BDD, following good principles like SOLID, DRY, KISS and YAGNI and software engineer design patterns. My interests lie in system design and architecture and I am equally effective in a team environment or as a lone specialist.

## Work Experience

### Software Engineer at Asos

Nov 2019 - Present

Currently working on a team that is responsible to integrate the Product Information Management system with other internal teams through API calls in a devops culture. High performance, resiliency and scalability are the key areas we are working on.

- Developing new features and maintaining more than 25 microservices
- Introduced a few test clean up tricks that reduced the Azure cost by 10%
- Following the agile Kanban methodology
- Delivering trainings on Docker and Kubernetes
- Organised a series of meeting to collaborate with other teams and share solutions
- Led a series of meeting discussing new tech stack
- Presented the difference between JUnit 5 and Spock framework and how it affects developer's efficiency

- Java 11
- Cosmos DB
- Kibana
- Elasticsearch
- Grafana
- Service Bus
- JUnit 5
- Spring Boot
- AKS
- Wiremock
- Route 53
- Helm
- Swagger
- Spring Actuator

### Software Engineer at Camelot Lottery Solutions

Aug 2017 – Oct 2019

Took part in developing new features for a Keno type game for the Loterie Romande interactive platform. Giving emphasis on performance, availability and time synchronisation of the 255 draws every day.

- Redesigned the draw-based game model
- Integrated a new apixu API providing weather information
- Upgraded Spring 4 to Spring 5
- Exposed new APIs using Spring Reactor and Server-Sent Events
- Working on Kubernetes cluster for our QA environments

- Java 8
- Cassandra
- Gradle
- Kubernetes
- Docker
- Wiremock
- Spock
- Spring Boot
- Spring Data
- Spring Integration
- Microservices

Worked on the UK National Lottery web platform which is visited by millions of users per day and handles up to 4000 payment transactions per minute. A highly regulated environment with stress on security and performance.

- Contributed in all phases of the development life-cycle (grooming, development, review, demo, merging)
- Communicate with the customer to define their needs and discuss technical requirements
- Contributed to set up and maintenance of software development process tools
- Led meetings on automation testing and troubleshooting improvements
- Initiative to create tools that reduced manual testing
- Provided assistance to the BA to define acceptance criteria in complex tickets.
- Organised a workshop to define our automation test strategy
- Proactively created and maintained the developer guide for new starters
- Trained new developers

- Java 8
- DB2
- Grails 3
- Gradle
- Docker
- Apache CXF
- Hibernate
- Spring Boot
- Spock
- Mockito
- Selenium
- JUnit

## **QA Automation Engineer at Camelot Lottery Solutions**

**Jun 2015 – Aug 2017**

My role as an automation engineer was to identify testing processes that could be automated to reduce testing time, improve quality and efficiency.

Planned and developed a financial reporting application to keep track of test data and automate the validation of reports generated by various systems

- Presented a solid business case to the senior management team
- Gathered requirements and worked closely with QA leaders and analysts
- Led a team of two developers and two testers
- Increased testing quality and efficiency
- Designed domain model and APIs
- Frequently presented demos to senior management

Designed and developed a framework which tests business requirements using different game engines to produce Instant Win Game(IWG) tickets and generating statistical reports to present to the management team.

Proposed and developed a user-friendly application for designing IWG playout maps and running cross-browser testing using Selenium.

## **Personal Project**

**Apr 2014 – March 2015**

- Java 8
- MySQL
- Maven
- JUnit

Developing a social network for athletes, teams and sports centres that supports communication, announcements and player transfers.

## **Dissertation**

**Apr 2014 – March 2015**

- PHP
- Javascript
- MySQL
- Ubuntu Server

Developed an application that processes satellite images for burn scar mapping, using the programming model MapReduce and the Hadoop framework for parallel-processing large scale data.

**Jan 2014 – Apr 2014**

- Java 7
- MapReduce
- Hadoop
- Azure Cloud

## **Education and Training**

**Bachelor of Science in Informatics and Telematics**  
Harokopio University of Athens (2:1)

**2009 – 2014**

### **Certified courses**

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|---|-------------|
| • NeoLoad training from Neotys                        | <b>2018</b> |
| • “Codebashing Security Training for Java”            | <b>2018</b> |
| • “Docker for Java Developers”                        | <b>2018</b> |
| • “Software Architecture for Software Engineers”      | <b>2018</b> |
| • “Java Memory Management”                            | <b>2019</b> |
| • “Kubernetes Certified Application Developer (CKAD)” | <b>2021</b> |

### **Conferences**

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| • SpringIO Barcelona | <b>2019</b> |
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