Yannis Fragoulis Software Engineer

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₽ Profile

I am a Software Engineer with 14+ years of experience in application development, with a diverse background in roles and stacks. My focus is system design and software development on Linux-based systems. My goal is robust, reliable and testable code. I enjoy working on SaaS products and cli tools. I have experience in implementing monitoring, alerting, testing and deployment solutions, as well as in IaC.

Skills at a glance

Ruby | Go | Python | C/C++ | Git | Terraform | Cloud (GCP) | Linux Networking | Containers

Databases | Application Development (SaaS, REST, Systems Design)

Professional Experience

03/2022 - present

Athens, Greece

DevOps Engineer

Causaly 🖪

As a member of the DevOps team, I am managing the company's cloud infrastructure (GCP) and IaC (terraform).

- Setup terraform guidelines and refactored existing codebase.
- Migrated production systems to terraform.
- Setup segregated deployment environments for application components.
- Process automation.

Technologies in a glance: terraform, postgres, pgbouncer, elasticsearch, mongo, containers, bash, python.

05/2020 - 02/2022

Software Engineer / Platform Team

Athens, Greece

Skroutz 7

As a member of the the Platform team, I focused on maintaining and managing part of the infrastructure, as well as, develop software tools for developers to work with. Some notable projects are:

- The setup of the CI pipeline (jenkins, github actions, in-house services, ruby)
- The containerization of the core product (docker)
- The delivery of production-quality data daily for developers to work with (cli, rest, zfs, go, nomad, consul)

Stack consists of: debian (on-premise hosts), puppet, docker, haproxy, mariadb, redis, elasticsearch, mongodb, memcached, nomad, consul, ganeti (virtualization), ruby, go, python, shell, github runners.

04/2017 - 05/2020

Athens, Greece

Backend Engineer / Technical Lead

Skroutz 🗷

As the Technical Lead of a small tools-oriented team, I continued working on a very broad variety of tasks and responsibilities.

In addition, I mentored junior developers into what I believe is good software engineering practices.

04/2015 - 04/2017

Backend Engineer / Internal Tools

Athens, Greece

Skroutz 🗷

As a member of the Internal Tools team, my focus was solving problems by developing tools. Although the focus was on the backend, the role consisted of elements of frontend development as well.

- Developed a plethora of in-house tools and office automations.
- Developed the core product's integration with the company's ERP.
- Performed a variety of tasks and contributions to the core product and other product-related tools.

Tools of choice were ruby, ruby on rails (framework), mariadb, redis, mongodb, git.

02/2012 - 03/2015

Full-stack Web Developer

Athens, Greece

National Documentation Centre

I was tasked with developing the new version of the NDC's main product: ABEKT (Integrated Library System).

Tools of choice were php, yii (framework), twig, phpunit, javascript (jquery, knockout, angular), postgres, redis, mongodb, git.

02/2011 - 12/2011

Full-stack Web Developer

Athens, Greece

MSLeague

I was part of a very small team developing an ambitious online fantasy-football game with php, yii (framework), javascript (jquery), css and mysql.

05/2006 - 09/2007

Full Stack Web Developer

Athens, Greece

Sentel

On-demand customer websites with php, mysql, javascript (jquery), css, svn.

2007 - 2008

MSc in Games Programming

UK

Curriculum consisted of (non-exhaustive):

- C++ Programming and Design
- Real-Time Graphics

University of Hull

- Simulation and Artificial Intelligence
- Development Projects
 - https://youtu.be/KhtbUltT168
 - https://youtu.be/MSuIGHds86E
 - https://youtu.be/KdV2ulvqNGw
 - https://github.com/jfragoulis/dissertation-adaptive-ai-sem3

2002 - 2007

Ptychion in Informatics

Greece

Panepistimion Pireos