Yannis Fragoulis *Platform Engineer*

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Profile

I have been working as a software engineer for 12+ years on applications and tools, in many different roles and stacks. I focus on creating robust and reliable applications and infrastructure. I drive products that are either consumer or developer facing, with the same principles regarding architecture, api, security, stability, monitoring, alerting, testing and deployment.

Skills at a glance

| Ruby | Python | Go | C/C++ | Git | Networking | Containers | Linux |

| Kubernetes | RDBMS *(Mysql, Postgres)* |

| Application Development *(Software architecture, REST, Systems design)* |

Professional Experience

May 2020 – present

Platform Engineer
Skroutz ⧉

As part of the Platform team, working with DevOps principles, I focus on creating solid infrastructure for company applications to run, as well as, provide the right tools for developers to work with. Some notable projects are:
- The setup of the CI pipeline that uses Jenkins, Github Actions and custom integration services.
- The containerization of the core product.
- The delivery of production-quality data daily, for developers to work with.

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.

April 2017 – May 2020

Software Engineer Technical Lead
Skroutz ⧉

As a tech-lead of a small tools-oriented team, I continued working on a very broad variety of tasks and responsibilities and mentored junior developers into what I believe is good software engineering practices.

April 2015 – April 2017

Software Engineer
Skroutz ⧉

- Developed a plethora of in-house tools and office automations.
- Developed the product's integration with the 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.

February 2012 – March 2015	**Full-stack Web Developer**
	National Documentation Centre ⬈
	I was tasked with developing the new version the NDC's main products called ABEKT (Integrated Library System) with php, yii (framework), twig, phpunit, javascript (jquery, knockout, angular), postgres, redis, mongodb, git.

February 2011 – December 2011	**Full-stack Web Developer**
	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.

October 2008 – October 2009	**Tools Programmer**
	The Creative Assembly ⬈
	Worked on *Total War: Empire* and *Total War: Napoleon*.
	As part of the tools team, I contributed in the development of several tools including the asset manager and the campaign editor, with c++, stl, c#, windows api, perforce.

May 2006 – September 2007	**Full-stack Web Developer**
	Sentel
	Developed on-demand customer websites with php, mysql, javascript (jquery), css, svn.

Education

| 2007 – 2008 | **MSc in Games Programming** |
| | *University of Hull* |

Curriculum consisted of (non-exhaustive):
- C++ Programming and Design
- Real-Time Graphics
- 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/blob/master/README.md

| 2002 – 2007 | **Ptychion in Informatics** |
| | *Panepistimion Pireos* |