

john.fragkoulis@gmail.com

You can visit my website to read more about my working  
experience and projects @ jfragoulis.github.io

Nea Ionia, Athens, Greece

15/09/1984

No military obligations

I engaged in programming when I was 16 years old and have been passionate about the craft since then. The original stimulus came from computer games and the need to learn how to develop them myself. I began by learning c++ and windows programming. I am a person who always seeks for new things to learn and new technologies to use whenever given the chance. Over the years I have studied artificial intelligence, physics and graphics and have worked as a web developer and tools programmer. I am also an avid open source supporter and linux user and I try to give back to the community as much as possible.

## **EMPLOYMENT**

### SOFTWARE DEVELOPER

Duration: 04/2015 - current

Location: Athens, Greece

<http://www.skroutz.gr> Skroutz

As a member of the Platform team and as Internal Tools Lead, I take part in the development of several in-house projects and services.

### SOFTWARE DEVELOPER

Duration: 02/2012 – 04/2015

Location: Athens, Greece

<http://www.ekt.gr> National Documentation Centre

Research and development from ground up of National Documentation Center's new Integrated Library System with Yii/PHP and the latest of web technologies principles.

### WEB DEVELOPER

Duration: 02/2011 – 12/2011

Location: Athens, Greece

<http://youtu.be/P9MtPqrjoog?hd=1> MSLeague

Development of an ambitious online fantasy football game with Yii/PHP (full-stack).

### INFRASTRUCTURE PROGRAMMER

Duration: 09/2008 – 10/2009

Location: Horsham, UK

Developed and maintained asset management tools for **Total War: Empire** and **Total War: Napoleon**. Worked on file and memory management for Windows XP. Maintained and expanded the virtual file and patching system written in C++.

## WEB DEVELOPER

Duration:

05/2006 – 08/2007

Location:

Athens, Greece

<http://www.sentel.co>

Sentel Technologies and Consulting

Developed dozens of small and large websites such as money-market.gr, ypotrofies.gr, keat.gr. In the process I developed an in-house content management system in PHP that supported multilingual content and had a fully featured user management system. (full-stack)

## EDUCATION

- **Sep. '07 – Sep. '08:** University of Hull, UK, Masters in **Games Programming**, Grade: 71/100 (with distinction)  
Dissertation: *“Games that learn about their users and adapt”*, a promising look on how adaptive and learning AI can be applied to games
- **Sep. '02 – July '07:** University of Piraeus, Greece, Ptychion in **Informatics**, Grade: 7.2/10

## LANGUAGES

- Fluent: PHP, Javascript, SQL, Ruby
- Conversational: C++
- Exposed: Ruby, Java, GLSL, C#, Python, ActionScript, Prolog, Bourne Shell, Pascal, MIPS assembly, Matlab, VRML, HLSL

## SKILLS

- Object-Oriented design skills
- Experienced with frameworks and libraries like Ruby on Rails, Yii, jQuery, Knockout, Boost, STL
- Experienced in source code revision tools (Git, Perforce, Subversion)
- Experienced with Visual Studio and Netbeans
- Admin level knowledge: Unix/Linux operating systems, Windows XP/Vista/7
- Able to comfortably find my way through the insides of PC hardware

## REFERENCES

Available on request