

IOANNIS THEOCHARIS

Computer Engineering Student | Software Engineer

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SKILLS

- Web development
- Sql
- Javascript
- React
- Python
- Data analysis
- Css
- Html

LANGUAGES

- English (C2)
- French (B1)
- Greek(Native)

REFERENCE

References availables upon request

Hobbies

In my free time, I enjoy playing basketball,



PROFILE

Computer Engineering student, with a growing interest in software development and machine learning. Looking to gain practical experience and further develop skills through real-world projects.



PROJECTS

IASIS Doctor-Patient Appointment Platform

- Developed the IASIS Doctor-Patient Appointment Platform - a full-stack web application built with Flask, React.js, and Docker, enabling doctors and patients to manage appointments seamlessly. Implemented JWT authentication, RESTful APIs, and containerised deployment for scalability and cross-platform integration.

Prescripto — Smart appointments for doctors, without phones

- Prescripto is a React + Spring Boot doctor appointment booking application. The user sees a list/filters of doctors, opens a profile, selects available 30' slots for 7 days and makes an appointment. The backend in PostgreSQL guarantees integrity (unique constraint per doctor/date/time) and provides endpoints for creating, listing and canceling appointments.

Football Match Outcome Prediction Using Machine Learning

Diploma thesis

- Predicting football match outcomes is a challenging task with significant research and practical value. This thesis explores the use of machine learning techniques and neural networks to forecast match results, as well as key statistics such as expected goals (xG), fouls (xF), and corners (xC). An extensive European football dataset was used.



EDUCATION

MSc in Computer Engineer & Informatics
Department, UNIVERSITY OF PATRAS
GPA: 6.78

2017-2025