GEORGE KAMTZIRIDIS

FULL STACK SOFTWARE ENGINEER

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I consider myself to be a passionate, hard-working and motivated software engineer. My willingness to write scalable and elegant code motivates me to search for new and innovative programming techniques. Cooperating and working in groups are two of my strengths. I have worked on many projects, which include large scale websites, databases and mobile applications.

EXPERIENCE

Junior Software Engineer: FromScratch (Thessaloniki, Gr), February 2018 – present

Developing mobile applications for clients.

Junior Software Engineer: OpenHouse (Thessaloniki, Gr), September 2017 – present

Developing openhouse's platform and mobile application.

Junior Web Developer: AUTh IT Center (Thessaloniki, GR), November 2015 – May 2017

Developing web and mobile applications for the Aristotle University of Thessaloniki.

EDUCATION

Electrical Engineering and Computer Engineering, Bachelor's Degree & Master of Engineering: Aristotle University of Thessaloniki (Thessaloniki, GR), 2014 – present

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PORTFOLIO

OpenHouse: Website, OpenHouse, Thessaloniki, Sept 2018 – present

Role: Full Stack Software Engineer

Technologies: C#, ASP.NET, MSSQL, Javascript, Typescript, Angular, HTML, CSS

Openhouse is a real estate platform that disrupts the way users search for house and/or business space and transform this search to one of their most pleasant experiences by using state of the art tools, cutting edge technology and open data.

Apollo: Mobile Application, FromScratch, Thessaloniki, Aug 2018 – Oct 2018

Role: Mobile Software Engineer

Technologies: Javascript, Typescript, Angular, Ionic, HTML, CSS

APOLLO is an EU-funded innovation project aiming to develop a market-ready platform of agricultural advisory services focused primarily, but not exclusively, at smallholder farmers in Europe. I developed the Android application for that project.

Carpo: Mobile Application, FromScratch, Thessaloniki, Mar 2018 – May 2018

Role: Mobile Software Engineer

Technologies: Javascript, Typescript, Angular, Ionic, HTML, CSS

Carpo is an Agrometeorological Web Reporting and Prognostic System developed by DRAXIS for the Ministry of Agriculture, Water Management and Forestry of the Republic of Bosnia and Herzegovina, and is funded by UNDP. I developed both Android and iOS applications for that project.

O p e n H o u s e : Mobile Application, OpenHouse, Thessaloniki, Oct 2017 – Feb 2018

Role: Mobile Software Engineer

Technologies: Javascript, Typescript, Angular, Ionic, HTML, CSS

A mobile application for real estate listings and rental properties.

m y A u t h : Mobile Application, AUTh IT Center, Dec 2016 – May 2017

Role: Mobile Software Engineer

Technologies: PHP, Slim Microframework, MySQL, Javascript, Angular, Ionic, HTML, CSS

A mobile application dedicated to the students of Aristotle University of Thessaloniki which is available for both iOS and Android platforms. The app has received high ratings and it is, now, used by more than 10.000 students.

c a l l A s a p . e u : Website, 2016

Role: Full Stack Software Engineer

Technologies: Javascript, Angular, HTML, CSS

A single page application dedicated to Europe's emergency phone numbers. It tracks user's country and serves the corresponding emergency phone numbers with speed and precision. The user can also manually search for emergency phone numbers.

Visit my **GitHub** page: https://github.com/gkamtzir

SKILLS

Experienced in :

- C#, Javascript (VanillaJS, Typescript), Python, PHP, HTML and CSS
- Popular libraries and frameworks such as ASP.NET, NodeJS, Angular, React, Vue, Flask and Slim
- Building hybrid mobile applications (Cordova, Ionic)
- Test Driven Development
- Designing RESTful APIs
- SQL (MySQL, MSSQL) and NoSQL (MongoDB, Redis) databases

Considerable experience in :

- Linux-based Operating Systems (Ubuntu, CentOS)
- Apache and NGINX Servers
- Server Firewalls (UFW, FirewallD)
- Blockchain Technologies (Ethereum, Solidity, Web3)
- Parallel and Distributed Computing (PThreads, OpenMP, Cilk, MPI, CUDA)
- C, C++, Java, Kotlin, R and Matlab