Giorgos Papasteriadis

Computer Science Engineer

Software Developer with the ability to review plans, write reports, search solutions and implement company procedures. Willingness to learn, ability to follow instructions and work cooperatively within team environments.

< Personal Info/>

Address/ Ioannina,45110, Greece
Phone/ 6980039662
E-mail/ giorgospapasteriadis@gmail.com
Date of birth/ 28 Feb 1995
Citizenship/ Greek
LinkedIn/
linkedin.com/in/giorgos-papasteriadis/
Portfolio/
github.com/gpapasteriadis/MyProjects

< Skills/>

Programming Languages/FrameWorks

- C#, Java, Python, Javascript, C
- .Net 6, NestJS, Ionic, Nodejs

Tools

- Visual Studio
- Docker
- Git
- Eclipse
- Google Colaboratory
- Arduino
- Unity3D VR/AR

Operating Systems

< Languages/>

Greek

English

< Accomplishments/>

Pan-Hellenic track and field champion
2nd place 300m
2nd place 4x400m

< Interests/>

Running
Reading

<Work Experience/>

Software Engineer **Oct 2020 – Current**
Terracom S.A.

- Implementing Backend services using .net core and .net 6
- Experience with queue communication between services using RabbitMQ
- Full Stack project implementation using Blazor and .NET 6
- Adding functionality to Nodejs API

Software Engineer **Jul 2019 – Dec 2019**
CoTheta IoT and Virtual Reality Technologies

Task1: Virtual reality application which demonstrates realistic life in a traditional Greek village. User can interact with various objects everywhere in the scene.
Task2: Desktop application which simulates Vikos Gorge so the user can walk or fly through, having an idea what does being there looks like.
Secondary task: Augmented Reality Android application. Using the camera of a smartphone to detect flat surfaces so you can place and handle virtual moving objects on them

Using: - Unity3D - Google ARCore - Visual Studio - Android Studio - Geodata

<School Projects/>

Parallel Computing

- Client – Server communication with parallel services using POSIX Threads.
- Large matrixes parallel multiplication using openMP and MPI.
- Prime number finding using parallel algorithm.

Computational Intelligence

Prediction of whether spam emails or not, using machine learning classifiers.
Classifiers: Nearest Neighbor K-NN, Bayes, SVM, MLP
Sklearn library used for classifiers implementation except of MLP which developed from scratch.

Applications

- CV creator having user interface implemented on Eclipse with Java.
- Minecraft like game implemented on Unity3D.
- PhotoAlbum creator accessible through terminal using Java.

<Education/>

Diploma in Computer Science & Engineering **Feb 2014–2022**
Thesis: Face recognition using convolutional neural network
University of Ioannina, Greece
Department of Computer Science and Engineering