

# GEORGE PAPASTERIADIS

SOFTWARE ENGINEER

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## SUMMARY

Software engineer specializing in web development, actively seeking dynamic work environments that foster continuous learning and professional growth. Passionate about problem-solving and dedicated to making meaningful contributions to collaborative teams.

## SKILLS

.NET Core  
Blazor  
Angular  
SQL (MySQL, Microsoft SQL Server)  
MongoDB  
Entity Framework Core  
Docker  
SignalR  
RabbitMQ  
Hangfire  
Azure

## LANGUAGES

Greek | Native  
English | Advanced

## EXPERIENCE

**Software Engineer** May 2024 — Present  
PwC Greece — Trikala, Greece

### Web Development & UI:

- Developed web applications using .NET 8, Blazor Server, and ASP.NET MVC.
- Built modern, responsive UIs with MudBlazor and JavaScript.

### Backend & Data Operations:

- Worked with SQL Server databases using Stored Procedures and raw SQL for complex queries.
- Managed data access with Entity Framework Core.

### Background Processing & Automation:

- Integrated Hangfire for task scheduling and email notifications.

### DevOps & Project Management:

- Managed the full development lifecycle in Azure DevOps, including CI/CD pipelines and project tracking.

**Software Engineer** Mar 2023 — Oct 2023  
Greek Armed Forces IT Corps — Athens, Greece

### During Mandatory Military Service:

- Developed and maintained internal software systems to support operational needs.
- Provided technical support to end users, resolving inquiries and troubleshooting issues.
- Contributed to ongoing improvements and enhancements of critical applications.

**Software Engineer** Oct 2020 — Dec 2022  
Terracom S.A. — Ioannina, Epirus Region, Greece

- Played a key role in developing and maintaining the QR-Patrol security management platform.
- Actively contributed to technical analysis and system design, driving enhancements to project outcomes.
- Collaborated closely with team members in regular meetings to align efforts, implement updates, and continuously improve the platform.

**Mobile Application Developer** Dec 2021 — Jan 2022  
Freelancer — Ioannina, Greece

### Developed a mobile application utilizing:

- Ionic Framework with Angular for the FrontEnd: Engineered responsive and feature-rich user interfaces for both Android and iOS.
- Apollo GraphQL and nestJS for the BackEnd: Implemented efficient data handling and processing capabilities.
- Deployment on DigitalOcean using Docker containers: Optimizing packaging and deployment processes.

**Software Engineer Intern** Jul 2019 — Oct 2019  
CoTheta — Ioannina, Epirus Region, Greece

- Developed VR/AR projects with Unity3D, creating interactive experiences.

## EDUCATION

**Integrated Master in Computer Science and Engineering** Feb 2014 — Apr 2022  
University of Ioannina — Ioannina, Greece