

KONSTANTINOS HADJIGREGORIADES

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SUMMARY

Trustworthy student with little years of practical experience but dedicated work ethic. Self-motivated to consistently provide first-class results in line with stringent targets and deadlines.

Currently a postgraduate student at Cardiff University, studying Software Engineering.

EXPERIENCE

06/2022 to 09/2022

Intern Developer, Raspberry Pi 'Heritage Console' Demo

Cardiff University – Cardiff, United Kingdom

- Acquired expertise in Linux, also gaining hands-on experience with the Raspberry Pi hardware.
- Developed the application using the open-source RetroPie operating system as a base.
- Created shell scripts to implement the use of Google Drive as a source for games and their data, making the process remote for the user.

08/2023 to 11/2023

Lead Developer, Being Human Festival Exhibit

Cardiff University – Cardiff, United Kingdom

- Developed an interactive exhibit for the National Museum in Cardiff, as part of the Being Human Festival on the 17th of November.
- Set-up a Raspberry Pi as a Wi-Fi access point, so that clients could connect directly to it.
- Developed a web application using 'Flask' that has users respond to AI generated content, recording their choices in an SQL database.
- Designed a dynamic local website which displays analytics on the users' responses. Aforementioned website was displayed on a large display at the front, primarily to attract attention.
- Interacted with 34 users throughout the experience on the day of the exhibit.
- Composed a small 3D environment with minor animations as the background of the client application, using Blender.

06/2024 to 08/2024

Data/AI Intern

Kyndryl – Nicosia, Cyprus

- Designed and implemented a ticket processing system using Power BI, enhancing team efficiency in tracking and resolving technical issues.
- Led a workshop to train team members on Power BI fundamentals.
- Conducted rigorous testing and quality assurance for the eJustice system, identifying issues to ensure functionality and accuracy.
- Manually reviewed and edited data within the eJustice system, verifying correct data display and alignment with project requirements.

EDUCATION

2021-2024

BSc Computer Science

Cardiff University – Cardiff, Wales

- Achieved **First-Class Honours**.
- Relevant modules:
 - CM2307 – Object Orientation, Algorithms and Data Structures
 - CM2105 – Data Processing and Visualisation
 - CM2101 – Human Computer Interaction
 - CM2203 – Informatics
 - CM3104 – Large-Scale Databases

2024-2025

MSc Software Engineering (Upcoming)

Cardiff University – Cardiff, Wales

- Started lessons in September 2024 and finishing in September 2025.

PROJECTS

Creator/Developer

Film Society Discord Bot

- Streamlined the Cardiff University Film Society's "Film of The Week" voting procedure by automating the process.
- Produced a bot that accepts film nominations, announces them, counts votes and declares the winner at set intervals.
- Developed using Python combined with both the Discord and TMDB APIs.

Developer

3D Environment Editor, Dissertation Project

- Meant to act as a sister application to a research project by Cardiff University, namely a camerawork simulator.
- Led the design and implementation of a custom 3D scene editor tailored for journalism lecturers, enhancing visual storytelling in educational settings.
- Utilized Unity's Universal Render Pipeline (URP) to optimize graphics performance.

- Integrated data serialization techniques to manage scenes as external files.
- Demonstrated strong skills in C# scripting, UI/UX design, and problem-solving, delivering a high-quality and functional demo application.

Creator/Developer

Untitled Unity Game (Ongoing)

- Currently developing a 3D platformer using Unity.
- Self-taught C# in preparation for the project.
- Designed and implemented a custom dialogue system using queues to manage and display conversations between characters in a dynamic and organized manner.
- Integrated third-party assets and SDKs for enhanced functionality.
- Conducted playtesting sessions and collected feedback, iterating on game design to improve user experience.
- Enhanced user engagement through the implementation of in-game achievements.

SKILLS

- Proficient In Microsoft Office
- Experienced in:
 - Python
 - Java
 - C#
 - Web Development
- Worked with:
 - Windows
 - Linux
- Advanced problem-solving
- Multilingual (English & Greek)
- Excellent communication skills
- Utilizing Git for version control and collaboration