

NIKOS SIACHAMIS

Born on 17/5/1999

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EDUCATION

2017-2022

B.S. IN COMPUTER SCIENCE AND INFORMATICS, ATHENS UNIVERSITY OF ECONOMICS AND BUSINESS

Expected Graduation: February 2022

Current Average Degree: 7.39

2014-2017

HIGH SCHOOL DIPLOMA (2nd Lyceum of Alimos)

Mention 'Excellent' , 18.7/20

TECHNICAL SKILLS

• Tools

Intellij , MS Visual Studio,
Android Studio, PgAdmin,
Wireshark, DBMS,
VirtualBox(VM), Docker,
Jenkins, Sonarqube, Terraform

• Languages

Java, C++, MySQL, SQL Server,
HTML, CSS, JavaScript, Python,
Shell/Bash, Spring-boot, Flask

- Data Structures and Algorithms,
Socket Programming, UI Design,
Cloud-based Technologies(AWS), Full-
stack App/Web development

- Git – Github/Bitbucket
Redmine

SOFT SKILLS

Communication, Teamwork,
Flexibility, Self-management,
Problem Solving, Hard-worker

COURSEWORK

- Computer Graphics
- Distributed Systems
- Computer Networks
- Data Structures and Algorithms
- Human Computer Interaction
- Software Engineering
- Web/App Development
- Databases
- Artificial Intelligence
- Machine Learning

LANGUAGES

- Greek: Native language
- English: C2-Michigan
- German: B2-GOETHE

HOBBIES · INTERESTS

- Greek traditional dancer
- Football and Basketball enthusiast, used to be in the neighborhood's teams
- Guitar player
- Music

WORKING EXPERIENCE

2022-TODAY

Junior DevOps – ITML (Information Technology for Market Leadership)

PROJECTS

2021

INTERNSHIP

A 3-month internship as a Junior DevOps Engineer at Information Technology for Market Leadership(ITML).

WEB DEVELOPMENT | INDIVIDUAL PROJECT

HTML · CSS · JS

Three implementations. An individual webpage for introducing a person and his projects. A website based on an academic research. A website for an bookstore using a given API. Basic elements of web development, responsive designs and API's, using http requests, AJAX, node.js, handlebars.

APPLICATION DEVELOPMENT | TEAM PROJECTS

JAVA · ANDROID

Implemented a user interface for a home appliance in Interaction Human-Computer Course. The focus was on implementing graphics and simple functions following Material Design rules. No back-end was built.

APPLICATION DEVELOPMENT | TEAM PROJECTS

JAVA · ANDROID · C#

Implemented a full project application development for Application Development in Computer Systems Course. The concept was to make an application for an innovation competition implementing a unique application. Both user interface and back-end were created and tested in a satisfying level.

SELF-INTRODUCTIVE WEBPAGE | PERSONAL PROJECT

HTML · CSS · JS

A personal webpage for introducing myself and my projects, based on my experiences([link](#)).

2020

MUSIC STREAMING APP | TEAM PROJECT

JAVA · ANDROID

Both a back-end and a front-end was built. The back end used a distributed system approach and developed in Java. The front-end was an android app communicating with the back-end over the network by using threads and sockets.

SCHOOL PROGRAM PRODUCTION | TEAM PROJECT

JAVA · PYTHON

Extracting a weekly school program based on some requirements using artificial intelligence algorithms. Implemented a case study of ID3 algorithm with python.

2019

OPERATING SYSTEMS | TEAM PROJECT

C

Thread-based app for buying tickets for a theatre show based on the availability. Had a first-time experience using VM's and LINUX operating system.

IMAGE EFFECT CREATION | TEAM PROJECT

C++

Simple project having a graphic effect applied on an image and returning the altered image. Implemented by using PPM Library for changing the values of the image bits.

SEMINARS

INTRODUCTION TO NETWORK FUNDAMENTALS

Hellenic American Union

Issued October 2018.