



NIKOLAOS SIACHAMIS

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Gender: Male **Date of birth:** 17/05/1999 **Nationality:** Greek, Australian

EDUCATION AND TRAINING

[2014 – 2017]

HIGH SCHOOL DIPLOMA

2nd LYCEUM OF ALIMOS

Address: 17456, ATHENS, Greece

Final grade: Mention 'Excellent' , 18.7/20

[09/2017 – 02/2022]

B.S. IN COMPUTER SCIENCE AND INFORMATICS

ATHENS UNIVERSITY OF ECONOMICS AND BUSINESS

Field(s) of study: Information and Communication Technologies: *Database and network design and administration , Software and applications development and analysis*

Final grade: 7.39 / 10

DIGITAL SKILLS

TOOLS

pgAdmin (PostgreSQL) | Android Studio | Ms Visual Studio | Grafana | Prometheus | IntelliJ | Sonarqube | Wireshark | OwlH | Terraform | Virtualbox | Suricata | Elasticsearch | Kubernetes | Jmx-exporter | JFrog | Kibana | Jenkins | Docker | VMware

PROGRAMMING LANGUAGES

Python | Java | SQL | MySQL | JavaScript | C++ | JSON | CSS | HTML | Shell / Bash script | Ansible | Robot-Framework | Flask | Spring-boot | MS SQL Server | PostgreSQL

CONCEPTS

Data Structures and Algorithms, Socket Programming | Linux Administration | Automation and monitoring tools | Containerization and distributed system management | Full-stack App/Web development | Cloud-based Technologies(AWS) | UI Design

AGILE TOOLS

Git | Github | Redmine | Bitbucket

SOFT SKILLS

Communication

Teamwork

Flexibility

Self-management

Problem Solving

Hard-worker

LANGUAGE SKILLS

Mother tongue(s): Greek

Other language(s):

English

LISTENING C2 READING C2 WRITING C2

SPOKEN PRODUCTION C2 SPOKEN INTERACTION C2

German

LISTENING B2 READING B2 WRITING B2

SPOKEN PRODUCTION B2 SPOKEN INTERACTION B2

COURSEWORK

Computer Graphics

Distributed Systems

Computer Networks

Data Structures and Algorithms

Human Computer Interaction

Software Engineering

Web/App Development

Databases

Artificial Intelligence

Machine Learning

HOBBIES AND INTER-ESTS

Folk/Greek traditional dancer

Football and Basketball

Football and Basketball enthusiast, used to be in the neighborhood's teams.

Guitar player

Music

WORK EXPERIENCE

[03/2023 – Current]

JUNIOR DEVOPS ENGINEER

ITML (INFORMATION TECHNOLOGY FOR MARKET LEADERSHIP)

City: ATHENS

Country: Greece

DOCKER • KUBERNETES • JENKINS • KAFKA • ELASTICSEARCH • KIBANA • JMX-EXPORTER • PROMETHEUS • GRAFANA

A 5-month part-time job as a Junior DevOps Engineer. Automating procedures with python scripts and application deployment/configuration/development.

[11/2022 – Current]

IT SUPPORT AND SYSTEM ADMINISTRATOR

HNDGS(HELLENIC NATIONAL DEFENCE GENERAL STAFF)

City: ATHENS

Country: Greece

DMWARE • ACTIVE DIRECTORY • OPENDJ • REMMINA

Fulfilling my military obligations as a 10-month full-time job, as helpdesk and system administrator. Got hands on RDP tools, active directory, networking tools such as lansweeper, administrator. Got hands on RDP tools, active directory, networking tools such as lansweeper, software and hardware installations, server monitoring and security password management.

[02/2022 – 07/2022]

JUNIOR DEVOPS ENGINEER

ITML (INFORMATION TECHNOLOGY FOR MARKET LEADERSHIP)

City: ATHENS

Country: Greece

DOCKER • KUBERNETES • JENKINS • KAFKA • ELASTICSEARCH • KIBANA • JMX-EXPORTER

• PROMETHEUS • GRAFANA

A 6-month full-time job as a Junior DevOps Engineer at Information Technology for Market Leadership(ITML). Straight from being a trainee, I took part in greater and more complex projects using Kubernetes in combination with a company-made tool that includes Kafka, Elasticsearch/Kibana, Jmx-exporter/Prometheus/Grafana. I learned handling Kafka components like consumers and producers, as well as Kafka-Admin used for certificate and acl creation. I was also involved in European r&d projects by committing java spring-boot apps and proxies and testing using Python and Robot-Framework.

[11/2021 – 01/2022]

JUNIOR DEVOPS ENGINEER | INTERNSHIP

ITML (INFORMATION TECHNOLOGY FOR MARKET LEADERSHIP)

City: ATHENS

Country: Greece

DOCKER • KUBERNETES • JENKINS • JFROG • ELASTICSEARCH • KIBANA • OWLH

A 3-month internship as a Junior DevOps Engineer at Information Technology for Market Leadership(ITML). As a DevOps Engineer trainee, I came across a lot of trending and globally used tools such as Docker and Kubernetes for containerization and system distribution, automation tools such as Jenkins to automate the execution of commonly used scripts, monitoring and database management tools such as Elasticsearch/Kibana, making no-sql queries to retrievedata. I was also assigned the setup of a public guest WiFi network, protected by Radius-server and the IDS OwlH using suricata rules. Throughout these projects, I gained great experience on terminal usage, bash script language and Linux administration in general.

PROJECTS

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 a bookstore using a given API. Basic elements of web development, responsive designs and API's, using http requests, AJAX, node.js, handlebars.

Link: https://github.com/itsnek/school_projects/tree/master/Web_Development_SchoolProjects

APPLICATION DEVELOPMENT | TEAM PROJECTS

JAVA • ANDROID

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

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 at a satisfying level.

Links: https://github.com/itsnek/school_projects/tree/master/UX-AndroidApp | https://github.com/itsnek/school_projects/tree/master/AppDev_SchoolProjects

SELF-INTRODUCTIVE WEBPAGE | PERSONAL PROJECT

HTML • CSS • JS

A personal webpage for introducing myself and my projects, based on my experiences.

Links: <https://itsnek.github.io/> | <https://github.com/itsnek/itsnek.github.io>

[2020] MUSIC STREAMING APP | TEAM PROJECT

JAVA • ANDROID

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

Link: https://github.com/itsnek/school_projects/tree/master/DistributedSystems_AppDevelopmentProject

[2019] OPERATING SYSTEMS | TEAM PROJECT

C

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

Link: https://github.com/itsnek/school_projects/tree/master/OS_SchoolProjects

[2019] 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.

Link: https://github.com/itsnek/school_projects/tree/master/Cpp_SchoolProjects

**CONFERENCES AND
SEMINARS**

[10/2018] **INTRODUCTION TO NETWORK FUNDAMENTALS** Hellenic American Union

Issued October 2018.