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ADDRESS
G. Papandreou 66
Goudi, 15773
Athens, Greece

DimitrisMouris

jimouris@di.uoa.gr

CONTACT
jimouris.github.io
github.com/jimouris
bitbucket.org/jimouris
linkedin.com/in/jimouris
twitter.com/jimouris

EDUCATION

Master of Science 2016 – Now
University of Athens, Greece
Computing Systems: Software and Hardware
Department of Informatics & Telecommunications

Bachelor of Science 2012 – 2016
University of Athens, Greece
Gpa 8.1/10
Department of Informatics & Telecommunications

TEACHING ASSISTANCE

Introduction to Programming Fall 2014/15/16
Operating Systems Fall 2016

TECHNICAL INTERESTS

Programming Languages, Database Systems, Operating Systems, Compilers, Software Engineering

TECHNICAL SKILLS

Programming Paradigms
Procedural, Object Oriented, Logic, Functional

Programming Languages
C, C++, Java, Python, Prolog, Datalog, Haskell

Parallel Programming
POSIX processes & threads, MPI, Open MP, NVidia CUDA

Database Systems & Usage
SQL, MySQL, PostgreSQL

Scripting
Bourne, Bash, C shell, Z shell

Markup & Web Languages
PHP, HTML, CSS, JavaScript

Assembly Language
MIPS

Computer Graphics
OpenGL, LaTeX

Version Control
Git, Mercurial

REMARKABLE PROJECTS & ACTIVITIES

ACM Sigmod Programming Contest 2015 C
Efficient transaction processing and checking for concurrent queries conflict.

Auction Website Java, CSS, JavaScript
An auction website template implemented in Java using the MVC model.

N-Gram Detection Java
Efficient detection of exact n-gram matches in a text stream.

Lambda Calculus Interpreter Haskell
A simple lambda (λ) calculus interpreter.

Parallel Image-Filtering Convolution C, MPI, Open MP, NVidia CUDA
A parallel program to apply convolution filters (blur) to images.

Rainbow Tables C, C++
A project for creating rainbow tables and implementing a rainbow-table attack.

MiniJava Compiler Java, Datalog
Implementation of a LL(1) parser and a translator to S-expressions for a simple calculator. Semantic Check, generating intermediate code, static analysis and optimizations.

Imaginary Solar System C++, OpenGL
An imaginary solar system with keyboard and mouse interaction.

Prolog Constraint Satisfaction Problems Prolog, ECLiPSe
Four Prolog well known constraint satisfaction problems implemented in Prolog using the ECLiPSe library. The graph coloring problem, a problem from the LP/CP Programming Contest 2015 called games, the crew-scheduling problem, and the car-sequencing problem.

EXPERIENCE

Bachelor thesis June 2016
Parallel Soot: Soot is a Java bytecode optimization framework, which my colleagues use for fact-generation, in order to perform points-to analysis of Java programs (using Datalog). For this task, I had to parallelize the fact-generation process and proceed to the appropriate modifications in Soot. Also, I had to write a report regarding the transformations Soot performs in order to produce Jimple (a three-byte address IR) from Java bytecode.