Kosta Kalenteridis

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https://github.com/kostaa-k

SKILLS

- Proficient in programming; Application development, software design and analysis.
- Strong cloud computing knowledge and skills; Experience in designing, building, and deploying production AWS service architecture.
- Industry production software engineering experience for 3+ years. Proficient in Java, C/C++, Python, Typescript, Javascript.
- Great mathematical intuition; Always utilizing creative methods to develop efficient algorithms.

WORK EXPERIENCE

Software Engineer II – Amazon, June 2022 – Current

- Designed and lead new deployment architecture project for Amazon MQ; leading to a ~30% decrease in operational load for the service (high severity tickets).
- Lead automation initiative across multiple teams; eliminating oncall rotations and expanding headcount on engineering projects.
- Mentored several engineers across teams to develop and advance their careers.

Software Engineer I – Amazon, Feb 2021 – June 2022

- Working as part of the Amazon MQ team to build upon the latest technologies in event-driven message queueing with distributed systems
- Built infrastructure/pipeline to deploy new versions of RabbitMQ, increasing speed & automation of new version releases.
- Contributed production code in many areas of the service including API, workflows, infrastructure, and console.
- Contributed erlang code to open source RabbitMQ https://github.com/rabbitmq/rabbitmq-server

Data Engineer – Royal Bank of Canada (RBC), April 2019 – April 2020

- Using data mining and AI techniques to predict customer decisions based on text data.
- Use of Python (pandas, numpy, scipy) to create and analyze dataframes generating features and building models which are then tested through databases using sql and SAS

EDUCATION

Wilfrid Laurier University, Honours BSc Computer Science, 2015-2020

- Average GPA of 3.8 in senior computer science courses
- Gained industry experience with internship at Amazon.

RELATED PROJECTS

- **Chess AI** – A Chess AI that uses the Minimax algorithm with heuristics to traverse possible positions to choose the best move. Includes a front-end interface where a user can configure heuristics and depth settings and watch the AI play against itself. https://github.com/kostaa-k/ChessAI-2