

Konstantinos Theofilis

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Education

University of Athens , MSc in Computer Science	Sept 2023 – Sept 2025
<ul style="list-style-type: none">Concentration: Data, Information, and Knowledge ManagementGrade: 9.30/10.0Coursework: Interactive Systems, Advanced Programming Methods, Large-Scale Data Analysis Techniques, Data Visualization, Big Data Management, Machine Learning, Advanced Artificial IntelligenceThesis: Design and Development of a Virtual Reality and Web-Based Training System for Early Detection and Intervention in Psychosis	
University of Athens , BSc in Computer Science	Sept 2016 – Sept 2022
<ul style="list-style-type: none">Concentration: Computer Science & Information TechnologyGrade: 6.88/10.0Coursework: Data Structures & Algorithms, Object Oriented Programming, Software Development	

Experience

Research Software Engineer , p-comp Research Group NKUA – Athens, Greece	Feb 2024 – Present
<ul style="list-style-type: none">Build interactive XR applications (AR/VR/MR) in Unity using C#, focusing on visualization and manipulation of EO data (e.g., satellite imagery, environmental models, climate indicators).Design, prototype, and implement interactive Mixed Reality experiences in Unity (C#) that simulate real operational scenarios, safety procedures, and emergency responses.	
Associate Research Engineer , SCANLab NKUA – Athens, Greece	Jan 2023 – Feb 2024
<ul style="list-style-type: none">Development of Digital Twin based applications in Unity (C#) for Crisis Management.Development & deployment of In-Laboratory Web Applications for Efficient Management and Organization with React.	
Associate Software Engineer , Wappier: Intelligent Revenue Management – Athens, Greece	Dec 2020 – Dec 2022
<ul style="list-style-type: none">Design and Development of in-company Unity applications for QA testing.Development of a Unity Tool for automated packaging (.unitypackage) and exporting.Implemented a Unity wrapper for the company's SDK.Design and Development of a NFT Marketplace in Unity(C#)	

Technologies

Tools and Technologies: Unity, Virtual Reality, Augmented Reality, Node.js, React, HTML, CSS, Tailwind, Version Control Systems (Git)

Programming: C#, JavaScript, Typescript

Databases: SQL, MongoDB

Languages: English (Fluent, C2), Greek (Native)

Soft Skills: Creativity, Teamwork, Critical Thinking, Problem Solving, Growth Mindset