Konstantinos Theofilis

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ktheofilis.dev

Experience

Researcher, Athena Research Center – Athens, Greece   Nov 2025 – Feb 2026
- Produce technical reports for consulting projects, delivering clear analyses and actionable insights.

Research Software Engineer, p-comp Research Group NKUA – Athens, Greece   Feb 2024 – Present
- Build XR (AR/VR/MR) applications in Unity (C#) for visualizing and interacting with EO data.
- Create Mixed Reality simulations in Unity (C#) for operational scenarios, safety procedures, and emergency response.
- Prepare project proposals for major funding programs (e.g., HORIZON), including technical concepts and implementation plans.

Associate Research Engineer, SCANLab NKUA – Athens, Greece   Jan 2023 – Feb 2024
- 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,   Dec 2020 – Dec 2022
Greece
- 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#)

Education

University of Athens, MSc in Computer Science   Sept 2023 – Sept 2025
- **Concentration:** Data, Information, and Knowledge Management
- **Grade:** 9.30/10.0
- **Coursework:** Interactive Systems, Advanced Programming Methods, Large-Scale Data Analysis Techniques, Data Visualization, Big Data Management, Machine Learning, Advanced Artificial Intelligence
- **Thesis:** 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
- **Concentration:** Computer Science & Information Technology
- **Grade:** 6.88/10.0
- **Coursework:** Data Structures & Algorithms, Object Oriented Programming, Software Development

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