# **Konstantinos Theofilis**

## Software Engineer

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Junior Software Engineer skilled in C# and JavaScript. Great mind for problem solving and eager to constantly learn and add skills to my toolbox and keep my knowledge and skills up to date. Passionate about how to design and develop applications that will provide solutions to the user.

### **EDUCATION**

University of Athens, Department of Informatics, Greece

10/2016 - 09/2022

**BSc** in Computer Science (**Grade:** 6.9/10)

**Coursework:** Data Structures & Algorithms, Object Oriented Programming, Software Engineering & Development.

#### **EXPERIENCE**

1. **Associate Software Engineer** | Wappier: Intelligent Revenue Management

12/2020 - Present

• QA Engineer

Automation testing using Node.js with JavaScript and TypeScript

• C# Unity Developer

Developed Unity applications for QA testing.

Developed a Unity Tool for automated packaging (.unitypackage) and exporting.

Implemented a Unity wrapper for the company's SDK.

Developed a NFT Marketplace.

#### **SKILLS**

Programming Languages: C#, JavaScript, TypeScript, HTML, CSS

Tools and Technologies: Version Control Systems (Git), Jira, Browser Stack, Charles

**Frameworks:** .NET, Node.js **Databases**: MongoDB, SQL

Languages: Native Greek speaker, English (C2 ECPE)

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

#### **SAMPLE PROJECTS**

- 1. .NET Bash Wrapper / | C#, .NET, Unity
  - NET Bash Wrapper is a set of C# methods that let you execute bash-shell commands or .sh files. The UI is created inside Unity Editor.
- 2. No Handshakes Please / | *Unity*, C#
  - Hyper Casual Mobile Game made with Unity Engine and C#.
- 3. **Auction River** MongoDB, Express API, React, Node.js
  - Full Stack MERN web application for auctions and online shopping.