George M. Kousis

ELECTRICAL AND COMPUTER ENGINEER

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Experience

Scytalys Interoperability Systems
JUNIOR SOFTWARE ENGINEER

Athens, Greece
Aug. 2020 - Present

- Part of the mobile development team (**Android** and **Java**) in the MIMS Ranger product.
- Native android UI development and collaboration with UI designer.
- **MVVM** / observers, Android **Room** API for interaction with SQLite database (schema/entity definition and queries)
- Multicast socket networking on top of relay network
- **Carmenta** Android SDK integration with custom touchtools and custom dataset-to-visualizer operators.
- Basic experience in Espresso tests for UI testing (using Espresso test recorder as well as implementing gesture simulation classes).
- Enhancement of spatial search algotirthm in an already existing codebase (**C**).
- Part of one of the first two Scrum teams of the company. Scrum training and certification as well as close communication with the business development department on the ongoing Agile transformation of the company. Raised teamwork and collaboration issues that were resolved as part of the team with team members transitioning into a more team-work focused mentality

Alfa Laval
PROGRAMMER STUDENT WORKER

Aalborg, Denmark
Jan. 2020 - Jun.2020

- Responsible for extending functionality of in-house tooling used by Boiler Sales team. **VBA** and **Windows Forms**.
- **Python** application. **Tkinter** GUI, filesystem operations to automate management of order folders.

Information Technology Support Center (KEPYES), Hellenic Army
DATA ANALYTICS & IT SUPPORT (COMPULSORY MILITARY SERVICE)

Greece
Nov. 2018 - Jun. 2019

- Worked in a strict, organized and demanding environment where discipline and confidentiality were paramount.
- Maintenance and update of **MS Access GUI** and back-end applications via **VBA**. Interconnecting MS Excel with Access.

Signal Ocean
DATA ENGINEER INTERN

Athens, Greece
Aug. 2016 - Nov. 2016

- **SQL** queries on complex database. Basic **Tableau** experience
- *Human in the loop* data collection & preparation for insertion into the database
- Sea route visualization tool in **python** via 2D heatmaps.
- Agile environment with daily scrums. Individual as well as team-focused sprints.

Education

Aalborg University (AAU)
M.SC. IN VISION, GRAPHICS AND INTERACTIVE SYSTEMS - DISCONTINUED

Aalborg, Denmark
Sep. 2019 - Apr. 2020

- Semester 1: Took part and presented in AAU's internal *Seven Semester Conference (SEMCON)* with project:
  Weather Classification for Consistent Ilumination in Augmented Reality.
- **Cg/HLSL** for **Unity**. **ARCore** for Unity Android application. **C#** scripting.

National Technical University of Athens (NTUA)
M.ENG. IN ELECTRICAL AND COMPUTER ENGINEERING

Athens, Greece
Sep. 2012 - Feb. 2018

- Major in Software, Computer Systems and Computer Networks
- GPA: 7.94/10
- **Advisors:**
  Professor Papavasileiou Symeon (National Technical University of Athens)
  Assistant Professor Tsiropoulou Eirini-Eleni (University of New Mexico)
- **Thesis published in Future Internet MDPI Journnal:**
  Tsiropoulou, E., Kousis, G., Thanou, A., Lykourentzou, I. and Papavassiliou, S., 2018. Quality of Experience in Cyber-Physical Social Systems Based on Reinforcement Learning and Game Theory. Future Internet, 10(11), p.108

Personal Projects (kusius.github.io/projects)

Song recognizer app for Windows
C++, QT WIDGETS, WASAPI, ACRCLOUD

OpenGL engine experiments
C++, GLSL 3.30 CORE, GLFW, GLM, ASSIMP

GUI Development with CEF
C++, CEF, HTML/CSS/JS

Miscellaneous

Foreign Languages

CERTIFICATIONS

- English: Excellent, Cambridge C1
- French: Fluent, Delf B2 (grew up in Brussels for 5yrs)
- Greek: Native

Games

IF IT'S FUN, I PLAY IT!

- Favourite genres: puzzle, mystery, action, rpg, competitive games
- Previously part of the Skywind mod for TESV: Skyrim as a gameplay mechanics programmer.

Music - Guitar

UNIVERSITY OF WEST LONDON(LCM examinations) - GRADE 8 CERTIFIED

Music has been a consistent builder of confidence and team play throughout the years and is always a joyful activity.