eorge M. **Kousis**

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Experience _

Scytalys Interoperability Systems

Athens, Greece

JUNIOR SOFTWARE ENGINEER

Aug. 2020 - Present

- Part of the mobile development team (Android and Java).
- Enhancement of spatial search algotirthm of an already existing library (C).

Alfa Laval Aalborg, Denmark

PROGRAMMER STUDENT WORKER

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

Greece

DATA ANALYTICS & IT SUPPORT (COMPULSORY MILITARY SERVICE)

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 Athens, Greece

DATA ENGINEER INTERN

- Aug. 2016 Nov. 2016 • SQL gueries 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)

Aalborg, Denmark

M.Sc. in Vision, Graphics and Interactive Systems - Discontinued 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)

Athens. Greece

M.Eng. in Electrical and Computer Engineering

• Major in Software, Computer Systems and Computer Networks

Sep. 2012 - Feb. 2018

- 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) -

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

OCTOBER 25, 2020 GEORGE M. KOUSIS · RÉSUMÉ