

Dimos Michailidis

Senior Software Engineer

Software Developer | Data Engineer | Functional Programming Specialist



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Thessaloniki, Greece

linkedin.com/in/mrdimosthenis

WORK EXPERIENCE

Senior Software Engineer Hack and Craft

01/2024 - 06/2024

Remote

Responsibilities

- Engineered solutions as an **F# Developer**
- Worked as part of the data science team
- Designed and implemented simulation algorithms
- Generated visualizations based on data insights
- Performed analysis using Spark SQL on Databricks

Reference : Dogan Kazakli: Lead Data Scientist - <https://www.linkedin.com/in/dogan-kazakli-a84a17b3>

Senior Software Engineer Flexiana

04/2021 - 01/2024

Remote

Responsibilities

- Provided expertise as a **Clojure Developer**
- Worked for a fintech client in digital payments
- Developed backend microservices
- Managed PostgreSQL, Redis, and pub/sub systems
- Maintained services on AWS using K8s and Terraform

Reference : Terje Dahl: Senior Developer at the fintech client - +47 91166024 | terje@terjedahl.no

Software Engineer Baresquare

06/2016 - 01/2021

Thessaloniki, Greece

Responsibilities

- Worked as a **Clojure Developer**
- Implemented algorithms for automatic data analysis
- Optimized data handling with PostgreSQL
- Integrated APIs such as Google and Adobe Analytics
- Set up BigQuery as a data solution for the company
- Maintained AWS and GCP with Terraform

Reference : Michael Samaras: Analytics Specialist - <https://www.linkedin.com/in/msama>

Chess Coach

Gymnastic Club of Pontokomi & Athletic Union of Kozani

09/2013 - 05/2026

Kozani, Greece

Responsibilities

- FIDE-certified National Chess Instructor
- Coached both hometown chess clubs
- Led the team as captain in local championships
- Organized and directed in-house tournaments

Reference : Niki Orfanidou: Club Director - nikiorfan@gmail.com

SKILLS

Clojure F# Scala SQL API Development

AWS Terraform Spark Machine Learning

Simulation Modeling Mobile Apps

PERSONAL PROJECTS

Emel

- Machine learning** library for the Erlang ecosystem, initially written in **Elixir** and later reimplemented in Gleam. It provides a functional interface for *Decision Trees*, *K Means*, *K Nearest Neighbors*, *Linear Regression*, *Logistic Regression*, *Naive Bayes*, *Neural Networks*, and *Perceptron*.

Synapses

- Collection of **neural network** libraries available in *Clojure*, *C#*, *Elixir*, *F#*, *Gleam*, *Java*, *JavaScript*, *Python*, and *Scala*. It provides customization options, visualizations, data preprocessing, and compatibility for transferring networks between different platforms.

Blindfold Chess Training

- Cross-platform mobile application. The chess mechanics and the game logic were written in **F#**, and the UI components were created with MAUI. It integrates SQLite for data persistence and uses platform-specific features for **Android**, and **iOS**. The application follows the MVU architecture to manage the state and UI updates.

Quantum Puzzle Generator

- Mobile app** developed using **F#** and Xamarin. The project implements quantum computing logic, including complex matrix operations and quantum gate simulations. It also renders graphical representations of quantum state reactively.

Other GH Projects

- My GitHub profile includes several other projects implemented in *Clojure*, *F#*, *Scala*, *Elixir*, *Elm*, *Haskell*, *TypeScript*, and *Python*.

EDUCATION

Bachelor of Science in Mathematics University of Ioannina

ARTICLES

Error Handling in F#

Deterministic Randomness in Elixir

The 100 Prisoners Escape Riddle in Scala

Additional Articles

LANGUAGES

English
Professional Working Proficiency

Greek
Native or Bilingual Proficiency