



Dimos Michailidis

Software Engineer

Software Developer | Data Engineer | Functional Programming Specialist

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📍 Thessaloniki, Greece

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WORK EXPERIENCE

Software Engineer Hack and Craft

01/2024 - 06/2024

Remote

Responsibilities

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

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

Software Engineer Flexiana

04/2021 - 01/2024

Remote

Responsibilities

- Contributed as a **Clojure Developer**
- Worked for a fintech client
- Managed Postgres, Redis, and pub/sub messaging systems
- Maintained microservices on AWS using K8s and Terraform

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

Software Engineer Baresquare

06/2016 - 01/2021

Thessaloniki, Greece

Responsibilities

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

Contact : 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
- Served as the sole coach for both clubs in my hometown
- Led the team as captain in local championships
- Organized and directed in-house chess tournaments

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

SKILLS

Clojure

Scala

F#

SQL

AWS

Terraform

AWS

ML

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 *Scala*, *F#*, *Clojure*, *Elixir*, *Elm*, *Haskell*, *TypeScript*, and *Python*.

EDUCATION

BSc in Mathematics

University of Ioannina

ARTICLES

Error Handling in F# [🔗](#)

Deterministic Randomness in Elixir [🔗](#)

The 100 Prisoners Escape Riddle in Scala [🔗](#)

LANGUAGES

English

Professional Working Proficiency

Greek

Native or Bilingual Proficiency