Dimos Michailidis

Software Developer

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LANGUAGES

English (Professional)

Greek (Native)

INTERESTS

Chess

Cycling

Tennis

CAREER PROFILE

I am an experienced software developer dedicated to functional programming. My main expertise lies in **Clojure**, which I've used extensively for back-end development. In this role, I've designed APIs and built, tested, and deployed data pipelines for automated analysis.

My interest in functional programming extends to personal projects. I've developed cross-platform mobile applications in **F#** and created libraries in **Scala**, **Elixir**, and **Elm**. These projects reflect my exploration of these languages.

Professionally, I also have experience with **Terraform** for infrastructure and **Kubernetes** for container management. While my primary focus is not DevOps, these skills are a significant part of my technical toolkit.

EDUCATION

BSc in Mathematics   2004 - 2012
University of Ioannina

At the University of Ioannina, I earned my Bachelor's degree in Mathematics, with a focus on computer science courses.

EXPERIENCES

Software Developer   2021 - Present
Flexiana

I develop Clojure-based back-end systems for a fintech client, focusing on building and maintaining high-scale APIs. I also utilize Terraform and Kubernetes for streamlined deployment and management.

Software Developer   2016 - 2020
Baresquare

I specialized in developing algorithms for automated data analysis in Clojure, and integrating software with various data sources such as Adobe Analytics, Google Analytics, and BigQuery.

Chess Coach   2013 - 2016
Gymnastic Club of Pontokomi

As the team captain, I used to play in the local championships and I trained the other players for their own matches.

Chess Coach   2013 - 2016
Athletic Union of Kozani

I was teaching chess to children and adults.

PROJECTS

Blindfold Chess Training - A chess application for Android and iOS, written in F#

Emel - A functional machine-learning library, written from scratch for the Erlang ecosystem

Quantum Puzzle Generator - An educational puzzle game for Android and iOS

Synapses - A group of neural network libraries for functional and mainstream languages

Turtle Graphics - An Elm library that commands a relative cursor to draw vector graphics

Minigen - Pure random data generation library for the Erlang ecosystem

ARTICLES

- Error Handling in F#
- Deterministic Randomness in Elixir
- ML libraries for functional and mainstream languages