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## Michalis Zampetakis

### Software Engineer

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**Software engineer with a passion for software crafting and technology!** Continuous pursuit of knowledge and involvement in the exploration of emerging technologies, methodologies, and tools around the craft of making software. Acquired knowledge is being used to improve software creation lifecycle, especially when dealing with complex problems and challenges. Demonstrate strong critical thinking, collaboration, and problem-solving skills to analyze situations and deliver effective and pragmatic solutions within a team environment. Devoted to Free and Open-Source Software, and actively engaged with software communities.

## Work Experience

11/2024 - Now <u>ZEDEDA</u>	<b>Senior Software Engineer / Platform Engineer</b> Designing, architecting, and implementing solutions across ZEDEDA's stack, ensuring scalability, performance, and maintainability. Main focus on cloud stand and platform engineering tasks ensuing codebase renovation, platform stability and scalability.
11/2024 - Now <u>LFEdge EVE</u>	<b>Senior Software Engineer</b> Develop efficient solutions, actively collaborate with the open-source community, and troubleshoot challenges to enhance the project's growth and stability.
10/2023 - 03/2025 Freelancing	<b>Senior Software Engineer</b> Working at <u>Radicle</u> Integrations & Tooling Org. Radicle is an open source, peer-to-peer code collaboration stack built on Git. Collaborate with the team to offer CI solutions for Radicle.
01/2021 - 01/2024 Sunlight.io	<b>Senior API Engineer (from Jan 2022)</b> Initiated and led pivotal technical enhancements within the internal team, encompassing Unit & Integration testing, CI/CD integration, performance optimizations, and comprehensive code refactoring. Implemented sophisticated communication and data caching processes among different services and exploited heavily concurrency primitives. Collaborated with cross-functional teams to design new features, participated in product requirements documentation, and drove technical changes. <b>API Engineer (until Dec 2021)</b> Wrote effective, scalable code to be integrated in the platforms central RESTful APIs using Go in order to interface with components. Proposed and implemented improved functionality for the product.
11/2018 - 12/2020 <u>Enartia</u>	<b>Software Engineer</b> Led the transformation of the application from a full-stack architecture to a more efficient separated backend-frontend model by exposing APIs, enhancing system modularity. Played a pivotal role in a focused specialized team tasked with designing a cutting-edge, event-driven microservices proof-of-concept (PoC) architecture, aimed at replacing the legacy monolithic system.

## Technical Skills

Languages	<b>Golang, Python, Shell Scripting</b> , PHP (Symfony, Laravel), SQL, Rust
Tools	<b>gRPC/Protobufs, REST, Kafka, Docker, K8s, ArgoCD (Helm), AWS (SDK)</b> , etcd, Redis, Elasticsearch, Jenkins, Hashicorp Vault
Methodologies	<b>CI/CD, Automated Testing, Pub/sub, Event Driven Architecture, TDD</b>

## Education

2008 - 2010	<b>M.Sc Computer Science, Computer Science Department, University of Crete</b> Augmented professional qualifications in the areas of: a) Computer Architecture and Digital Systems b) Machine Vision and Robotics MSc Thesis: Runtime support for programming explicit communication chip multiprocessors. Supervisor: Associate Professor Nikolopoulos Dimitris
2002 - 2008	<b>Diploma of Electronic and Computer Engineer (5 year degree)</b> Electronic and Computer Engineering Department, Technical University of Crete (5 year Diploma). Dissertation titled: A Reconfigurable Accelerator for Quantum Computations using Reconfigurable Logic. Supervisor: Professor Apostolos Dollas Degree: 7,82 / 10

## Personal Skills

Languages	<ul style="list-style-type: none"> <li>● <b>English:</b> Professional working proficiency</li> <li>● <b>French:</b> Elementary proficiency</li> <li>● <b>Greek:</b> Native proficiency</li> </ul>
Soft Skills	<ul style="list-style-type: none"> <li>● <b>Collaboration:</b> Work effectively with team members to achieve shared goals and maintain a positive work environment.</li> <li>● <b>Problem Solving:</b> Identify issues quickly and develop practical solutions to improve efficiency and results.</li> <li>● <b>Critical thought:</b> Analyze information carefully and make well-reasoned and pragmatic decisions based on facts and evidence.</li> </ul>
Interests	<ul style="list-style-type: none"> <li>● Cycling</li> <li>● Reading Books</li> <li>● LEGOs</li> <li>● Traveling</li> <li>● Home Automation</li> <li>● Board &amp; Video Games</li> </ul>

## Volunteering

2017 - Now	<b>Co-organisier of <u>DevStaff.gr</u> - The Developers community in Crete</b> The biggest developers community in Crete with more than 2000 members. Organizing monthly developer meetups and various hands on events since 2015 covering diverse technology and developers' topics. Fostering a community of collaboration, socializing and knowledge sharing.
2023 - Now	<b>Co-Organiser of <u>SoCraTes Crete</u> - An Open Space Unconference about the Craft of making Software</b> SoCraTes (Software Craft and Testing) Crete is a vibrant <u>Software Crafting Community</u> of people that value the software creation process. Organizing a 3-day Open Space Unconference every year in the beautiful island of Crete.
-	<b>Active FOSS contributor</b> Contributing to <u>Woodpecker-CI</u> a simple yet powerful CI/CD engine with great extensibility <ul style="list-style-type: none"> <li>● Contributing to forge integrations.</li> <li>● Involved in the design of the <u>addon implementation</u>.</li> <li>● Offering feedback during discussions, providing support on various topics, and investigating, raising, and resolving issues.</li> </ul> <b>Regularly writing about software and technology topics at <u>my website</u>.</b>