

Employment

Software Developer	New Verve Consulting	November 2017 - June 2018
<ul style="list-style-type: none">• Designed, implemented and tested a greenfield plugin for the Jira Marketplace.• Mainly worked on the backend of the application, written in Java, but was also involved on the frontend of the plugin.• Implemented efficient scripting solutions for clients in a timely fashion.• Programming languages and technologies used were Java, Groovy, Velocity, Ajax, AWS, Jira Server and Jira Service Desk Plugins.		
Software Developer	KnowledgeBomb	October 2017 - June 2018
<ul style="list-style-type: none">• Involved in the design, implementation and testing of a greenfield web application providing services for tutors in the UK.• Was the sole developer on the Go server which was capable of managing large pools of concurrent users in an efficient manner.• Worked on the implementation and testing of the frontend of the application.• Managed and instrumented the whole infrastructure of the application on AWS (EC2 + ELB, DynamoDB, S3, Cognito, ECS + ECR) and Firebase Auth using Terraform.• Programming languages and technologies used were Go, AngularJS, Jest, Docker, AWS, Firebase and Terraform.		
Software Developer Intern	King	June - September 2017
<ul style="list-style-type: none">• Worked in the Gifting team as a full-stack developer.• Implemented new features and maintained the legacy project but also developed most of the backend for the new prototype that the team wanted to launch.• Programming languages and technologies used are Java, SQL, AngularJS + TypeScript, Docker, Jenkins, Mockito.		
Junior Software Developer	Avarix	January - April 2017
<ul style="list-style-type: none">• Added features, solved bugs and maintained various financial trading platforms.• Programming languages and technologies used were Scala, Akka, ConductR, ScalaTest, SQL.		
Computer Science Demonstrator	University of Glasgow	September 2016 - May 2017
<ul style="list-style-type: none">• Explained and aided Computer Science basics and principles teaching to first year students as part of the Computer Science CS1PX and CS1CT courses.• Programming languages used are Python and Alice.		
Software Developer Intern	King	June - September 2016
<ul style="list-style-type: none">• Worked in the Gifting team that developed and maintained the whole flow through which the team could send gifts concurrently to up to tens of millions of King games players throughout the world.• Created a very large number of features that satisfied all usability and quality assurance tests, as well as solved a significant number of both critical bugs that were in the active sprints or less major ones situated in the backlog.• Have been involved in all stages of software development: requirements gathering, documentation, design, implementation, testing and feedback.• Programming languages and technologies used were Java (JSON-RPC), Mockito, SQL, Docker, AngularJS, TypeScript.		
Summer Technology Analyst	Morgan Stanley	June - August 2015
<ul style="list-style-type: none">• Worked on the Exception Management System, implementing the main component which parsed the message, cached necessary fields and ran checks to ensure data quality and completion, raising and storing exceptions where necessary.		

- Created features for message communication between the UI and Middleware and synchronization among all tiers.
- Enhanced the DB with Stored Procedures and UDFs, improving stability and efficiency.
- Have been involved in all the Software Development lifecycle phases: requirements gathering and analysis, design, implementation, testing and feedback.
- Programming languages and technologies used were Java (Spring environment), C, C++, SQL and SOAP.

Software Developer

- Updated the CRAM code developed for the PR2 robot so the user can visualize the state belief of the robot and the surrounding environment using Rviz instead of OpenGL.
- Created C++ libraries to provide functionalities for the robot, such as computing distance to objects nearby or visualize different possible routes for accomplishing a goals and decide which one would be optimal.
- Programming languages used were Lisp, C++, Prolog.

Software Developer

- Main tasks involved image processing, arm manipulation and object grasping.
- Developed algorithms to enhance robot movements and detect objects in highly cluttered environments (my choices have improved the time efficiency with 50-60%)
- Programming languages used were C, C++ and Java.

Glasgow, United Kingdom

- MSci in Software Engineering.
- Grade: First (expected).

- BSc in Computer Science.
- Grade: 70% (obtained).

Projects

- **DTsistant** (2018 - Present). Building a Google Assistant app for the inhabitants of my hometown, where people can get answers regarding whatever is happening around the city: events, art exhibitions, trivia about the city etc. The REST API server is completely built in Go and is hosted on Google App Engine, while the NLP, intent extraction and parsing is done through DialogFlow.
- **SyncTube** (2018 - Present). Command line app that can sync the whole YouTube library of a user and download everything that was either liked or added to a playlist since the last synchronization. Whole tool is being built in Go.
- **Go Ticket Guru** (2017-2018). Built a tool for concurrently fetching, storing and analyzing software tickets from either Jira or Bugzilla. It can also automatically plot graphs after running the analysis, as well as perform different statistical tests on the data. The whole tool was built in Go using BoltDB as database provider.
- **Palgo** (2016). Electron app for visualizing and animating common algorithms such as Dijkstra's algorithm for finding the shortest path between two vertices in a graph.

- Java, Go, Python, JavaScript, Groovy, C, Rust (beginner), Clojure (beginner), Haskell (beginner).
- Postgres, MySQL, MongoDB, Redis, Kafka, Elasticsearch, Docker, Kubernetes, Spring, AngularJS, Electron, Amazon Web Services, Google Cloud Platform, Firebase, Terraform.