

NICOLAS HAMILAKIS

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EDUCATION

University Paris Diderot

2014-2018

- Master in Computer Science (Languages & Programming)

University Pierre & Marie Curie

2010-2014

- Licences Sciences et Technologie mention Informatique.

University Panthón Sorbonne

2009-2010

- Cours de civilisation française

1st High school of Ierapetra

2009

- High school diploma in sciences & technology
- Math, Physics, Computer Sciences and Finance

EXPERIENCE

SAS Majoris-Conseil, project MylocalPhone

August 2017 - Present

IT Maintenance & Android development

Paris

- Technical maintenance, development, testing and on site installation of Android smartphones in hotels.

UGC SA, Informatics R&D department

March 2016 - July 2016

Internship

Paris

- Developing an API & an intranet website in ASP.NET/C# and AngularJS

C.R.O.U.S de Paris

January 2008 - April 2010

- Host in a student residence.

KFC France

2013 - 2014

Employee

Paris

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TECHNICAL SKILLS

Computer Languages

Java, C/C++, OCaml, Scala, Prolog

Script & Tools

Python, Perl, Bash/Linux, SQL (Postgres, MySQL), Git

Web

Html, JavaScript (jQuery, AngularJS), CSS, PHP, LaTeX

PROJECTS

Elysium

Android/Java - Cordova, html, css, JavaScript (AngularJS)

Android App

- Performed various maintenance and development tasks in an Android launcher application targeted for custom use in devices rented to hotels.

File Manager

C#/ASP.NET MVC - html,css,JavaScript(AngularJS)

Intranet Application & API

- Creating an API that indexes and manages a large list of files accross various servers in a Windows Environment. Creating an intranet website capable of searching tagging and managing the file system.

Linux Distrubution

C/Makefiles/Linux Configuration

Linux Kernel Compilation and Virtualisation

- Compile, package and virtualise(qemu) a minimal version of the linux kernel.

Hopix

Ocaml/Yacc

Compiler

- Implementing an Extension to an existing compiler written in Ocaml for a made up language called Hopix. Using Menhir an LR(1) Ocaml parser generator.

Driving Simulation

SCADE

Scade Synchronous Application

- Creating a driver that can follow an itinerary within a Scade implementation (Synchronous Real-Time Programming).

UML Editor

C++/Qt

GUI PC Application

- Creating a gui interface to build UML diagrams & implementing a code generator.

Lego MindStorm

Java/Linux

University project

- Building and programming a lego mindstorm project to participate in a competition. Follow a line on the ground, locate an object and collect it. Using a java implementation of the lego OS.

Flood-it

C/GTK

Mini Game for PC

- Implementation of the Flood-it game in C. Creating & implementing various solving algorithms.

Racing Cars Simulation

Java

Algorithm/Problem Solving

- Creating a smart driver that can complete a circuit in a given format. Elements of algorithmic (Dijkstra shortest path algorithm & finding the most optimized path).

VARIOUS

Languages

Greek — French — English