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 Panthéon 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

LSCP Ecole Normale Supérieur, project BabyCloud

April 2018 - September 2018

Full Stack Development (Internship)

Paris

- · Development of a mobile multi-platform application (Ionic, AngularJS).
- · Development of a back-end service (Python, Flask)
- · Set-up of a back-end database (PostgreSQL)

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 Internship

March 2016 - July 2016

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

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 across 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).

 $\mathbf{UML} \ \mathbf{Editor} \\ \mathbf{C} + +/\mathbf{Qt}$

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 (Djikstra shortest path algorithm & finding the most optimized path).

VARIOUS

Languages Greek | French | English