NIKOS PANAGOPOULOS

SOFTWARE ENGINEER

CONTACT

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📍 Patras, Greece

🌐 website

EDUCATION

2011-2016
UNIVERSITY OF PATRAS

- Bachelor (Linguistics)

SKILLS

- Javascript
- C/C++
- Java
- x86 assembly (fasm, nasm)
- PHP
- Docker

LANGUAGES

- English (Fluent)
- Russian (Intermediate)

PROFILE

Hello, I am Nikolaos Panagopoulos, a software engineer from Patras, Greece, with over 5 years of professional experience. I'm passionate about both web and OS development, with expertise in JavaScript, C/C++, Java, and PHP. I thrive on building scalable web applications using RESTful APIs and microservices, alongside mastering systems programming. My journey includes developing two operating systems, crafting a C compiler, and delving deep into data structures and algorithms. Whether optimizing backend systems or exploring kernel-level code, I'm driven by the power of technology. I also freelance, sharing my expertise and continuously seeking new challenges.

WORK EXPERIENCE

Phaistos Networks

Lead Support Engineer   2024-PRESENT

- Successfully Implemented advertising solutions
- Designed and created new advertising creatives.
- Maintained and improved applications viewed by millions of people.
- Led a team of 2 support engineers, ensuring timely resolution of customer issues while maintaining high satisfaction scores.
- Achieved results while working in a fast paced environment.
- Effectively coded software changes and alterations based on specific design specifications

Phaistos Networks

Frontend Engineer   2022-2024

- Built reusable, modular components with React and managed state using Redux / Context API
- Performed well independently and on a team to solve problems.
- Applied unit testing and end-to-end testing using Jest, Cypress, etc., to improve product reliability.
- Used tools like Webpack, Vite, Babel, and ESLint to streamline development and maintain code quality.
- Focused on web performance optimizations like code splitting, lazy loading, and minimizing re-renders.

Phaistos Networks

Support Engineer   2021-2022

- Built reusable, modular components with React and managed state using Redux / Context API
- Performed well independently and on a team to solve problems.
- Applied unit testing and end-to-end testing using Jest, Cypress, etc., to improve product reliability.
- Used tools like Webpack, Vite, Babel, and ESLint to streamline development and maintain code quality.
- Focused on web performance optimizations like code splitting, lazy loading, and minimizing re-renders.

PUBLICATIONS

<u>Get A Memory Map using BIOS interrupts</u>: This article explains how to utilize BIOS interrupt 0x15 to retrieve the system's memory map, detailing the steps and functions involved in accessing and interpreting memory layout information.

<u>Object-Oriented Concepts in C</u>: Discusses advanced techniques in applying object-oriented programming principles in C, creating efficient, reusable code.

<u>From Boot to Kernel: Building a Simple OS Bootloader with asm</u>: This article explains how to build a simple OS bootloader with x86 assembly language

<u>Embracing the future: Promises in JS</u>: This article discusses the history, the concept and the usage of Promises in modern Javascript

<u>How to Retrieve System Information Using The CPUID Instruction</u>: This article explains the usage and return values of the CPUID instruction for x86 processors

<u>Crafting OOP magic in C using tagged unions</u>: This article explains the usage and return values of the CPUID instruction for x86 processors

<u>How Does Process Monitoring Work in Linux</u>?: This article explains process monitoring on linux systems

YOUTUBE CHANNEL

<u>DevKernelInsights</u>: Youtube channel with videos and tutorials about programming.