



NIKOLAS KOUIS

Software Developer

About Me

Software Developer Background

- Over 3 years of experience in Java, C#, Unity, and Unreal Engine.
- 1.5 years in front-end development using React and JavaScript.

Professional Projects and Skills

- Experience in gaming and enterprise software, focusing on Azure cloud solutions.
- Experienced in Microsoft Azure and Azure DevOps, specializing in Serverless APIs, secure authentication with Azure AD B2C, and CI/CD pipeline optimization for efficient deployments.

Education

University of Essex
Bsc Computer Science
2020 - 2023

Skills

- Programming
- Problem-solving
- Flexibility
- Collaboration
- Creativity
- Game Development
- VR Development

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Limassol, Cyprus

Experience

Software Developer

2023 – Present

Amdocs - Vubiquity

For the front-end, I create engaging user interfaces using React, JavaScript, and TypeScript. I also place a strong emphasis on back-end development. Right now, I'm diving into Azure and Microsoft DevOps tools to improve development workflows and foster better team collaboration. On the back end, I'm building Serverless RESTful APIs with Azure Function Apps and integrating Azure AD B2C to ensure secure user authentication and efficient identity management.

JIRA, Azure Devops, Serverless RESTful APIs, Microsoft Azure, C# .NET, Javascript, React, Typescript

Avatar Creation - VR Developer

2023 - 2023

University of Essex - Frontrunners

- Developing a VR Avatar Creation. Project "Be Yourself". Avatar Creation for Kids.

Unity, C#, VR, Oculus, Avatar Creation

Software Developer Intern

2022 - 2022

Amdocs - Vubiquity

- During my internship at Vubiquity, I was responsible for working on Admin UI where I utilized both React for the front-end and .NET for the back-end.

JIRA, C# .NET, Javascript, React, Typescript

Achievements

Immerse UK

Finalist

Finalist in Immerse UK competition for VR Projects, with my Capstone Project.

CSEE Society Hackathon

Winner

Won the CSEE Society Hackathon 2023, 2D Platform game on Unity using C#, Finished Game.

Amdocs Hackathon

2nd Place

Joined the Amdocs Hackathon 2022, Web based Platform game on Unity using C#, Finished game – 2nd Place.

Surveillance Job

Play Store Game

Surveillance Job, published Android puzzle game, using Unity

Global Game Jam

Participated

Joined the Global Game Jam 2023, Rogue-like FPS Game on Unity using C#, Finished Game.

Essex Game Dev Society

Winner

Won the Essex Game Development Society Game Jam 2022, First Person game on Unity using C#.