Nikolaos Sarmadakis

Profile Summary

Passionate about building efficient systems and solving complex problems. With two years of experience in systems programming and a strong foundation in physics, I'm honing my skills at Codam, where teamwork and communication are key. Skilled in C, C++, and JavaScript, with a growing interest in cloud technologies and data analytics. Seeking an internship to apply my analytical mindset and contribute to innovative, sustainable tech solutions. Always eager to learn, adapt, and make a meaningful impact in the field.

Contact details

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GitHub

Skills

- C
- C++
- GitHub
- Python
- Microsoft Excel, MS Word,MS PowerPoint
- JavaScript, HTML
- Communication and team collaboration

Computer Science Student (Currently)

Codam **09/2023–09/2025**

◇ Aspiring software developer with two years of experience in systems programming and a solid foundation in physics. Currently enhancing skills at Codam, focusing on collaboration and communication within a team setting. Proficient in languages such as C, C++, and JavaScript, with a keen interest in data analytics. Committed to finding an internship that utilises analytical skills while contributing to innovative and sustainable tech solutions. A fast learner dedicated to professional growth and making a positive impact in the technological landscape.

Projects

Minishell – Custom Unix Shell Implementation in C

◇ Designed and developed a custom shell from scratch in C, replicating the core functionalities of Bash. Implemented a lexer and parser to handle command input, redirections, and expansions. Developed an execution engine supporting pipelines, built-in commands, and process management. Integrated signal handling, command history, and environment variable expansion to ensure a user-friendly experience. Optimized memory management and adhered to strict coding standards for efficiency and maintainability.

Cub3D – 3D Raycasting Game Engine in C

◇ Developed a 3D raycasting engine in C, replicating the core mechanics of early 3D games like Wolfenstein 3D. Implemented raycasting algorithms for rendering 3D worlds in a 2D plane, handling user input for movement, camera control, and texture mapping. Gained expertise in 3D math, collision detection, and graphical rendering. This project enhanced my skills in memory management, optimizing performance, and creating real-time interactive applications from scratch.

C++ – Fundamental Concepts in C++

◇ Developed a series of exercises to grasp the foundational aspects of C++, including data types, control structures, functions, and object-oriented programming principles. This project enhanced my understanding of C++ syntax and programming paradigms, laying the groundwork for more advanced topics in software development.

Relevant Courses

◇ Introduction to C *Aristotle University of Thessaloniki* **Grade: 9/10**

Hobbies

Gym, Playing sports, Movies