Panagiotis Milopoulos

Software Engineer
Patra, Greece
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LinkedIn | GitHub

Languages

- English (B2)

Skills

Technical Skills:
- Javascript - React - Node.js - Typescript - Next.js - C# - C/C++ - Java
- Grails - SQL - HTML/CSS

Soft Skills:
- Problem Solving - Team Communication - Efficiency under pressure

Experience

- **Software Engineer**, Knowledge S.A. (April 2022 – Present)
  - Collaborated with team members to conceptualize, design, and implement solutions, ensuring alignment with project objectives and industry standards.
  - Actively participated in the development lifecycle, from requirements gathering and analysis to testing and deployment, demonstrating proficiency in agile methodologies.
  - Contributed to a dynamic and collaborative work environment by effectively communicating ideas, sharing insights, and offering constructive feedback.
- **Intern Software Engineer**, Knowledge S.A. (October 2021 – April 2022)
  - Leveraged PostgreSQL, Grails, and React frameworks to develop high-quality projects aimed at practical application and skill enhancement.
  - Engaged in continuous learning and professional development initiatives to enhance technical proficiency and stay abreast of emerging technologies and best practices.

Education

- **MSc in Human–Computer Interaction**, University of Patras (2025 – Present)

- **BSc in Computer Informatics and Engineering**, University of Peloponnese (2016 – 2024) — Grade: 7.55/10
    - Thesis: Design and Implementation of a training game on the use of Brain Computer Interfaces (10/10)

- **Secondary Education**, 12o Public High School of Patras (2013 – 2016) — Grade: 18.1/20

Projects

- **8bit Portfolio**
  Personal portfolio website showcasing projects and skills with a Retro look.
  Tech: Next.js, React, TypeScript

- **BCI Pong**
  A Pong game controlled using Brain-Computer Interface (BCI) technology.
  Tech: Python, BCI, Unity, C#

- **Will_it_Run**
  A web daily challenge game that tests your coding skills.
  Tech: React, Node.js, Express, TypeScript

- **The Return**
  The Return, a text-based roleplaying introductory game that was made using Unity.
  Tech: Unity, C#

- **ejam_superheroes**
  A small full-stack project about making your own superhero!
  Tech: React, Node.js, Express

Workshops & Courses

- **2D Game Design & Development**, InterMediaKT (2020) — Participant
- **Cybernetics and Informatics - 21st Century Sciences**, Thomas Bata University (Summer 2024) — Erasmus Summer School Graduate
- **Introduction to Video Games Creation**, XAMK Open University of Finland (2023 – 2024) — Graduate
- **undefined**, Patras IQ (2019) — Volunteer

Interests

- Fitness enthusiast (weights and boxing)
- Video gaming and technology
- Volunteer work and social participation