Pavlos **Vinieratos**

SOFTWARE ENGINEER · REACT NATIVE EXPERT

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"I enjoy experimenting with new technologies, competing in coding contests and working with like-minded people."

Work Experience

Sense Health
Rotterdam, Netherlands

SENIOR REACT NATIVE DEVELOPER
Nov. 2018 - Today

- Using React Native to build NiceDay, a mental health application
- Working with a team of 7 mobile developers
- Organizing and reworking codebase (latest React features, trying and evaluating new libraries) and tooling (CI/CD, git branches for better releases, etc)

Mycujoo
Amsterdam, Netherlands

LEAD IOS DEVELOPER
Nov. 2016 - Oct. 2018

- Programmed the iOS app for live video broadcasting
- Used React Native for everything else (UI, animations, networking etc)
- Used ObjC and Swift for the native components (Streaming up and down)

Pagestrip
Vienna, Austria

SENIOR DEVELOPER
Feb. 2014 - Oct. 2016

- Mainly used in ObjC, occasionally Javascript
- Worked on a macOS application: Editor for creating online publications with export, upload and share capabilities, essentially upgrading the design experience by replacing InDesign and Photoshop, used by many printed and online publishing houses
- Implemented a best-of-class snapping engine for doing layouts
- Added new features and improvements often, with stability being an important requirement
- Occasionally involved with website front-end and back-end jobs, as well as Continuous Integration tasks
- Handled quick fixes in cases where things break, since we had real users, publishing content daily
- Worked in a small team, where each person has to communicate with the rest of the team to achieve a common goal
- No micromanagement required

Pavlos Vinieratos & Co G.P.
Athens, Greece

SENIOR DEVELOPER
July 2007 - Dec. 2011

- Applications upon customer request
- Developed macOS applications used for logistics, stock accounting, customer support
- Developed websites used as e-shops
- Provided tech support for all of the above
- Designed and implement schemas for applications and databases
- Setup servers with backup solutions
- Interacted with customers who have requirements, demands and deadlines

Open Source

upgrade-helper

CREATOR AND MAINTAINER
Mar 2019 - Today

- Created an easy way to see the changes of React Native
- Used by a lot of people and companies to upgrade React Native projects with every new React Native release
- It's now the official way to upgrade, endorsed by the React Native core team
- I gave a talk to about it in React Native EU 2019

rn-diff-purge

CREATOR AND MAINTAINER
Dec 2018 - Today

- Created an easy way to generate diffs for each React Native release
- Used by upgrade-helper
- Made into a template to be used by other libraries that have template inits, like Ignite Bowser and Laravel
- I gave a talk to about it in React Native EU 2019

Extra Experience

Upgrading React Native projects

SPEAKER   *Sep 2019*

- Invited to give a talk about upgrade-helper and rn-diff-purge
- Explained the way the helper and purge work
- Presented a suggested upgrade flow for beginner and advanced React Native developers

React Native: Tips, Tricks and Techniques

AUTHOR   *Jan 2019*

- Created and published the React Native advanced course
- Chose and coordinated the content
- Recorded the videos of the course

Tichu Card Game

DEVELOPER   *May 2015*

- Developed Tichu in Clojure
- Learned the functional way of thinking, which has helped a lot with several problems in other projects
- Worked on the game core, command-line client, web client, mobile app
- Online connectivity for multiplayer matches

DCPU-16 Emulator

DEVELOPER   *Apr. 2012*

- Wrote an emulator for the DCPU-16 in Go
- Learned a lot about low level programming and emulation

GamerNet

DEVELOPER   *Aug. 2011*

- Designed and implemented a distributed network for game matchmaking in Ruby
- The idea is that using GamerNet, there is no need for centralized servers to run multiplayer games and matchmaking
- Learned a lot about how distributed systems work

Query Processor and Optimizer(QPO)

DEVELOPER   *Mar. 2011*

- Designed and wrote a query processor for SQL queries in C++
- Analyzed and optimized each query for minimum search tree depth, using several optimization techniques
- Learned a lot about optimization techniques

Education

National Kapodistrian University of Athens   *Athens, Greece*

M.S. IN COMPUTER SCIENCE AND COMPUTER SYSTEMS   *2010 - 2016*

- Thesis Project: Managing OpenCL Services Using Docker Containers
- Teaching Assistant for "Systems Programming" for 3 semesters, "Operating Systems" for 2 semesters
- Designed programming projects for B.S. students
- Presented projects to students and answer questions
- Talked with students about their solutions and ask questions about their implementation (oral exam in front of computer, examining and executing their code)
- Graded students' solutions
- Being a Teaching Assistant was a great experience, saw how other programmers think and interact with the problem at hand
- Realized where the difficulties lie when teaching (for me) and when learning new concepts (for the students), managed to overcome obstacles, and saw myself and the students improve on every iteration
- Clear explanations, improved cooperation, better understanding and fair judgement

National Kapodistrian University of Athens   *Athens, Greece*

B.S. IN COMPUTER SCIENCE   *2005 - 2010*

- Thesis Project: Linux USB Device Driver

Skills

Programming	Typescript, Javascript, ObjC, Swift, Go, Ruby, Clojure, ClojureScript, Prolog, C++, Rust, Perl, Java, PHP
Technologies	React Native, iOS, React, macOS, Android, Cocoa, Node.js, CI/CD, Rails, HTML, CSS, JSON, XML, git, Docker, OpenCL, CUDA, OpenMP, OpenGL, Unity, Linux
Languages	Greek (Native), English (Fluent), German (Intermediate), Japanese (Intermediate)