Pavlos Vinieratos

Software Developer · Software Engineer

Amsterdam, Netherlands

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

Work Experience

Mycujoo
Amsterdam, Netherlands

Lead iOS Developer — *Nov. 2016 - Today*

- Programming the iOS app for video broadcasting
- Using ObjC and Swift for the native components
- Using React Native for everything else

Pagestrip
Vienna, Austria

Senior Developer — *Feb. 2014 - Oct. 2016*

- Mainly programming in ObjC, occasionally Javascript
- Design and implement an OSX application:
- Editor for creating online publications with export, upload and share capabilities
- Essentially upgrading the design experience by replacing InDesign and Photoshop for many printed and online publishing houses
- Working in a small team, where each person has to communicate with the rest to a common goal
- No micromanagement required
- Need for quick fixes in case things break, since we have real users, publishing daily
- Adding new features and improvements often, with stability being an importang requirement
- Occasionally involved with website front-end and back-end jobs, as well as continuous integration tasks

Pavlos Vinieratos & Co G.P.
Athens, Greece

Senior Developer — *July 2007 - Dec. 2011*

- Applications upon customer request
- Develop applications used for logistics, stock accounting, customer support
- Develop websites used as e-shops
- Provide tech support for all of the above
- Design and implement schema of application and database
- Setup servers with backup solutions
- Interact with customers who have requirements, demands and deadlines

Extra Experience

Tichu Card Game

Developer — *May 2015 - Today*

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

Startup School, Y Combinator
London, UK

Attendee — *July 2015*

- Met and connected with interesting people
- Talked about ideas and ways to bring them to fruition

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*

- Design and implement 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
- Each connected node/player broadcasts which game they want to play and the neighbouring connected nodes either answer to the request, or forward it to other nodes
- Learned a lot about how distributed systems work

Query Processor and Optimizer(QPO)

Developer   *Mar. 2011*

- Design and write a query processor for SQL queries in C++
- Analyze and optimize 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 several times:
- Design programming projects for B.S. students
- Present projects to students and answer questions
- Talk with students about their solutions and ask questions about their implementation (oral exam in front of computer, examining and executing their code)
- Grade 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
- Clearer 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

Ziridis   *Athens, Greece*

High School   *2002 - 2005*

Skills

Programming	C, C++, Obj-C, Swift, Go, Ruby, Clojure, Clojurescript, Javascript, Prolog, Rust, Perl, Java, PHP
Technologies	Cocoa, MacOS, iOS, Android, React Native, React, Rails, node.js, HTML, CSS, JSON, XML, Unity, git, Docker, OpenCL, CUDA, OpenMP, OpenGL, Linux
Languages	Greek (Native), English (Fluent), German (Intermediate), Japanese (Intermediate)

Teaching Assistance

2011

Spring	**Systems Programming**, A. Delis	*Athens, Greece*
Fall	**Operating Systems**, A. Delis	*Athens, Greece*

2010

Spring	**Systems Programming**, A. Delis	*Athens, Greece*
Spring	**Systems Programming**, M. Roussopoulos	*Athens, Greece*
Fall	**Operating Systems**, A. Delis	*Athens, Greece*