# **Renos Kerkides**

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**GitHub:** https://github.com/rkerkides | **LinkedIn:** www.linkedin.com/in/renos-kerkides

Portfolio: https://rkerkides.pythonanywhere.com/

### **Summary**

Aspiring software developer, specializing in Java and Object-Oriented Programming (OOP). Currently advancing my skills through an MSc in Software Development. Leveraging a unique background in Business Psychology to bring a multidisciplinary approach to problem-solving. Familiar with a diverse set of programming languages including C#, Python, JavaScript, and C.

### **Education**

<u>September 2023 – September 2024</u> University of Glasgow:

MSc Software Development (Ongoing)

- Semester 1 Average: A3 (78-83%)
- Modules studied: Advanced Programming, Algorithms and Data Structures, Database Theory and Analytics, Enterprise Cyber Security, Programming, Software Engineering, Systems and Networks, Internet Technology, Human Computer Interaction Design and Evaluation, MSc Team Project, MSc Project.

# September 2020 – July 2023 Loughborough University:

BSc (Hons) Business Psychology (First-Class Honours)

- Degree Mark: 71.2%
- Modules studied include: Quantitative Research Methods, Information and Knowledge Management, Behavioural Decision Science, Consumer Behaviour, Brain and Behaviour, Work Psychology, Leading and Developing Others, Psychological Approaches to Human Resource Management, Organizational Behaviour, Entrepreneurship and Innovation, Psychology of Workplace Health, and Human Cognition.

### **Work Experience**

• Soldier Cypriot National Guard July 2019 – September 2020

- Served as administrative assistant to the Chief of Staff at the National Guard Head office and military sector of the Ministry of Defence, and as a sentry at an outpost on the de facto border separating Southern Cyprus from the illegally occupied area in the North.
- Assistant Clerk The Grammar School August 2016, 2017, 2018

  O Worked 09:00-17:00 as an assistant to the bookstore clerk during the busiest season.

### **Main Projects**

- Personal Website / Portfolio
  - o Leveraged **Django** to create a portfolio website, highlighting my project portfolio and professional development journey as a software developer.
  - o Utilized Django's advanced **template system** to ensure a uniform style across the site while maximizing code reusability and maintainability.
  - o Implemented an **SQLite database** for efficient storage and retrieval of project details and blog posts, optimizing data handling processes.
  - o Successfully **deployed** the application on **PythonAnywhere**, demonstrating proficiency in **cloud-based hosting** and application deployment strategies.

# • Spring Boot Posts App

- o Developed a **Spring Boot** web application offering **CRUD** functionality for blog posts.
- o Implemented efficient data handling using **Spring Data JPA**.
- o Utilized **Thymeleaf** for server-side rendering, enhancing the application's user interface.

# • Country Weather App

- Used **React** with **Vite** to develop a web application that allows users to search for information about countries and view current weather data for their capitals.
- o Implemented a dynamic search filter for country data.
- o Integrated the **OpenWeather API** to display real-time weather information.

# • Recipes Web App (In-Progress)

- o Used **React** with **Vite** to develop a web application that displays various recipes.
- o Utilized **Material UI** to create a beautiful user interface.
- o Developed a robust backend using **Spring Boot**.

### • Trivia Game

- Used **OOP principles** to develop a console-based trivia game with **Java**.
- o Implemented real-time file-reading to extract trivia questions from a 120,000-line document.
- o Achieved version control using Git/GitHub.

# Notes App

- Used **OOP principles** to develop a console-based notes app with **Java**.
- o Implemented **CRUD** functionality, with notes persistently stored in a **JSON** file.
- o Achieved version control through frequent commits on **GitHub**.

### • Battleship Game

- o Used **OOP principles** to develop a console-based battleship game with **Java**.
- Utilized **inheritance** and **polymorphism** to effectively program different ship sizes.
- o Achieved version control through frequent commits on **GitHub**.

# • Sigma16 Array Analyzer

- Wrote an **Assembly** language program that, for an array of two's complement integers, calculates the sum of all negative numbers, counts the number of non-negative numbers, counts the number of positive odd numbers, and detects any overflow occurring when summing the negative numbers.
- o Included a HLL description, a register assignment table, and commenting on every line.
- o Achieved a close-to-optimal memory footprint.

### **Skills**

- Languages: Java, JavaScript/HTML/CSS, Python, C, C#, Assembly (Sigma-16)
- Database Management: SQL, PostgreSQL, SQLite
- Scripting and Shell: Bash, PowerShell
- Tools and Frameworks: Git, Linux, Django, Maven, Spring Boot, React, Node.js, SPSS, Vite, Thymeleaf, Material UI

### **Certifications**

<ul> <li>Java Programming I</li> </ul>	University of Helsinki	Feb 2023
<ul> <li>Java Programming II</li> </ul>	University of Helsinki	Mar 2023
<ul> <li>JavaScript Algorithms and Data Stru</li> </ul>	actures freeCodeCamp	Jul 2023