



# SPIROS KARATHANASSIS

SOFTWARE ENGINEER

## PROFILE

Spiros Karathanassis was born on 2 May, 1995 in Patras, Greece. He was for many years professional triathlete with a lot of achievements (x2 National Champion), while he was studying in University of Patras and currently is about to receive his MSc in Department of Computer Engineering and Informatics.

He is searching for job opportunities as a junior engineer mainly in software development, algorithm design, web, desktop and mobile apps. Spiros's interests also regard industrial IoT, smart devices, autonomous driving, AI applications. Spiros is currently writing Python as a hobby and learning Spring Framework and React, because he really likes new technologies.

## LANGUAGE

**Greek**

Native

**English**

Fluently

**French**

Basic

## EXPERIENCE

### Assistant Database Engineer

Hellenic Army of Greece

Nov'18- Jul'19

Assisted the main operator engineer to create queries and return results from new soldiers, where it requested.

## EDUCATION

### Computer Engineering & Informatics



MASTER OF SCIENCE DEGREE

2020 February

Polytechnic University of Patras

## RELEVANT SKILLS



## HARD SKILLS

- Basic knowledge of network protocols (TCP/ UDP IP)
- Basic knowledge of Matlab
- Excellent experience using Eclipse, Visual Studio IDEs
- Advanced knowledge of Restful APIs
- Basic experience with server-side applications
- Proficiency with Microdoft Word and Excel and advanced presentational skills

## University's Projects

### *Football Management System*

*Jun'19*

This is an Automated Football game written in Java. Keeping information about teams, players, statistics, goals, etc.

### *Web Development Application*

*May'18*

Implementation of a Delivery Service website. Developed UIs of Manager, Owner and Client Page, features such as fastest route for delivery boys (Google Maps), stock management, automatic payroll system and more. This Web Application written with PHP, HTML, CSS, MySQL, JS, jQuery, AJAX, XML, JSON.

### *Software Technology Project*

*Jun'19*

This project specified the determination of rules that a small team works for client's request. Analysis-Design-Development-Testing-Deployment was the cycle process of this work. Team plan, Project Description, Project plan, Risk assessment, designed UML diagrams and finally code in Java were the main features of project.

## SOFT SKILLS

### Personal

- ❖ Fast learner, constantly improving
- ❖ Abstract and critical thinker
- ❖ Systematic approach to problem solving
- ❖ Sociable and pleasant in communication
- ❖ Agile to team plans
- ❖ Disciplined, polite and low-profile

### Contact Links



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