

# Theodoros Vasileiadis

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## OBJECTIVE

I am a driven and passionate software engineer motivated by the ways software can improve people's lives. I value clean and maintainable code and my goal is to contribute to impactful projects and to never stop learning.

## EDUCATION

### DEMOCRITUS UNIVERSITY OF THRACE | SCHOOL OF EN- GINEERING

#### M. ENG. IN ELECTRICAL & COMPUTER ENGINEERING

October 2012 - April 2018 | Xanthi,  
Greece

## COURSEWORK

### UNDERGRADUATE

Introduction to Computer Science •  
 Programming Techniques • Numerical  
 Computing • Object Oriented  
 Programming • Web Programming •  
 Computer Graphics • Data Structures •  
 Overview of Programming Languages •  
 Information Retrieval and Data Mining •  
 Operating Systems • Databases •  
 Computer Networks • Microprocessors  
 and Applications • Integrated Systems •  
 Algorithms • Parallel Programming •  
 Artificial Intelligence • VLSI Systems •  
 Computer Systems Security • Robotics •  
 Embedded Systems Design • Quantum  
 Computers

## SKILLS

### PROGRAMMING

Fluent:

C++ • Python • Java

Some experience:

JavaScript[Angular, React, Node.js] •  
 HTML • CSS

Familiar:

Hardware design[VHDL] •

Other Tools/Libraries/Frameworks:

Unit testing • End to end testing •  
 Natural Language Processing •  
 Machine Learning • API design • Git • gdb  
 • JQuery • Scikit-learn • Gensim • Flask •  
 IPython • Vim • GitHub

## EXPERIENCE

### SOFTWARE DEVELOPMENT ENGINEER - GRADUATE

#### AMADEUS

May 2019 - Present

Focused on the back-end of the company's customer management solution that orchestrates the world's air travel. Contributed effectively following a service based architecture to deliver an industry leading product that offers a wide feature set while maintaining high availability  
 - C++/Python

#### HELLENIC ARMY GENERAL STAFF

May 2018 - December 2018

Contributed to a web application that allows mobilisation authorities to manage Hellenic Army reserves and resources, schedule training exercises and mobilise reserves in case of emergency. The rest is classified.

- Java/JavaScript/Hibernate/OracleDB

## PROJECTS

### BROWSEWIKI

Developed performant NLP pipeline to represent text documents in a topic based vector space. Developed web application for browsing Wikipedia using the Scatter/Gather search engine approach.

- Python/Flask/Scikit-learn

### GO

An implementation of the Chinese board game Go that implements game decision making algorithms to let users play against an intelligent computer opponent.

- Java

### CRYPTOMSG

Text chat application that uses the RSA cryptosystem to enable encrypted communication between two users.

- Java

### CRUSH

A clone of the candy crush game that runs on FPGA boards.

- VHDL

## VOLUNTEERING

### EESTEC | VOLUNTEER LOGISTICS TEAM MEMBER

2013

Helped organise educational and cultural exchange events with participants from many countries.

### EESTEC | VOLUNTEER IT TEAM MEMBER

2012

Developed and maintained the local committee's website.