Nikolaos Strongioglou

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I am a software engineer passionate about high-volume distributed architectures, modular performant systems , clean designs and elegant algorithms. I revel in being a member of teams composed of smart, self-motivated and inspired people who consider Computer Science as a means of changing the world.

Education

Degrees

September 2013	**B.Sc. in Computer Science** Department of Computer Science, National and Kapodistrian University of Athens - 7.49/10 or Upper Second-Class Honours

Languages

Greek	Native
English	Certificate of Proficiency in English, University of Cambridge, Grade A
	Certificate of Proficiency in English, University of Michigan, Honors
French	Diplome d'etudes en langue Francaise (DELF)

Professional Experience

May 2020 - Present	**Software Engineer at 1PlusX** *Zurich, Switzerland* DMP platform. Data consolidation team. Focus on providing multidimensional batch and real-time user profiling and tracking. Scala, Go, Python, Typescript, Angular 2+, Redux, Akka, Spark, Luigi, AWS(EMR, ECS, EC2, ECR, RDS, S3, CloudWatch), Kafka, Docker, Terraform, Packer, Grafana, InfluxDB, Couchbase, DynamoDB, PostgreSQL
March 2019 - May 2020	**Software Engineer at Veezoo AG** *Zurich, Switzerland* NLP platform providing analytics through a variety of corporate data source integrations - namely Oracle, MySQL, PostgreSQL, Salesforce, IBM DB2, Hadoop, SAP HANA - using a QA interface. ***Technology stack***: Scala, Play, Apache Jena, MySQL, PostgreSQL, Solr, Haskell, Docker, Kubernetes.
April 2017 - March 2019	**Software Engineer at Locatee AG** *Zurich, Switzerland* Analytics platform providing hyperlocation, real-time workspace occupancy insights and predictive APIs through geospatial data scraping (SNMP protocol). ***Technology stack***: Java 8, Spring Core, MySQL, InfluxDB, Tableau, Neo4J, Kafka, Python, Jupyter, Pandas, Docker.
October 2014 - March 2017	**Software Engineer at Upstream Systems SA** *Athens, Greece* Design and development of a fully distributed, fault-tolerant, modular system hosting the company's core CRM platform. The implementation included a multitude of APIs for data streaming and job scheduling accommodating thousands to millions of transactions daily. ***Technology stack***: Java 8, Spring Core, Spring Boot, Spring JPA, TestNG, Rabbit MQ, PostgreSQL, EhCache, Guava, Quartz, Flyway, Hibernate, Elasticsearch, Camel, Kafka, Spark, Redis, Docker, Ansible.
June 2014 - September 2014	**Software Engineer at Accenture** *Athens, Greece* Provisioning and mediation over Oracle databases and mobile telecom software. ***Technology stack***: TOAD, SQL Developer, WebLogic.
January 2012 - November 2013	**Freelancing software and web developer** *Athens, Greece* Software development on static content pages and web applications. ***Technology stack***: HTML / CSS, Bootstrap, Javascript, jQuery, Angular JS.

October 2010 - February 2011 **IT support at OTE** *Athens, Greece*
Department of IT support of OTE .

Selected Works

- Plethora of on-demand batch data pipeline desings using Spark, S3 and EMR clusters.

- DSL design for data aggregation/mapping/parsing

- Real-time data ingestion infrastructure design using Kafka and AWS.

- E2E user tracking: From cookies creation to id management.

- Knowledge graph ontology representations for (non)-relational data sources.

- Asynchronous event-driven services on distributed environments. High availability and resiliency optimizations - namely retry framework.

- Implementation of Elasticsearch user samplers via Groovy scripts and custom tree map algorithms. Rigorous stretch testing, benchmarking and performance tweaking on Elasticsearch operations. API design for intricate NoSQL querying.

- Application profiling using Dropwizard's Metrics, YourKit and custom tools.

- Extensive API design & versioning (URL & Resource Representation).

- Custom batch framework with RabbitMQ and Quartz. Throttling and flow control features included.

- Semantic parsing pipelines for natural languages (bag of words to logical forms to SQL generation).

- Online data distillation detecting outliers on workspace behavior and identifying team collaboration coefficients.

- Modularization of monolithic applications.

- QA Automation framework (Selenium, Spring).

- Naive customer recommendation engine based on engineered features vectorization.

- Recipe recommendation engine using Mahout and supervised learning regression algorithms (Log Likelihood Similarity for item based recommender and Pearson correlation similarity for user based recommender).

- Designer and developer of a B+ indexed RDBMS in C.

- Co-creator of a social network based on node.js and socket.io. The network provided real-time chatting and financial transactions between users.

- Designer and developer of a Pacman game clone based on the Floyd Warshall weighted graph algorithm (C++).

References

Available upon request