

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'études en langue Francaise (DELF)

Professional Experience

May 2020 - Present **Software Engineer at 1PlusX** *Zurich, Switzerland*
DMP platform. Data consolidation team. Focus on providing multi-dimensional 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.
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).
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.
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.
TOAD SQL Developer WebLogic

January 2012 - November 2013

Freelancing software and web developer *Athens, Greece*

Software development on static content pages and web applications.

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