

Georgios Fotopoulos

Applying for: Software Engineer

☎ (+30) 6955162081 | ✉ xorz57@gmail.com | 🌐 xorz57 | 📄 xorz57.pages.dev

Experience

Software Engineer Nokia, Greece	08/2021 - Present
<ul style="list-style-type: none">Modernized the codebase from C++98 to C++14.Resolved memory management issues such as memory leaks and buffer overflows.Addressed concurrency issues such as race conditions.Improved performance by using better algorithms and data structures where necessary.Conducted code refactoring, significantly improving code readability.Implemented features in a collaborative environment.Created class diagrams and call graphs to better understand unfamiliar code.Followed design patterns such as RAII and the PIMPL idiom to improve code quality.Reduced binary file size and virtual memory usage.Conducted core dump analysis.	
IT Support Administrator (Conscript) Hellenic Army, Greece	09/2021 - 02/2022
<ul style="list-style-type: none">Developed and maintained IT systems for the 80th National Guard Higher Command HQ.Improved security policies and trained staff on IT systems.Supported efficient and effective operations across the formation.	

Education

University of Patras M.S. in Computer Engineering	Patras, Greece 10/2014 - 03/2021
---	-------------------------------------

Skills

Power Skills: Communication, Collaboration, Critical Thinking, Creativity
Computer Science: Data Structures, Algorithms, Operating Systems, Network Programming
Programming Languages: C, C++, Rust, Python, Bash
Developer Tools: GitHub, Git, Mercurial, Docker, CMake, VS Code, vcpkg
Libraries: Boost, SDL, OpenGL, Qt, ImGui, Google Test, Google Benchmark
Databases: PostgreSQL, SQLite

Courses

CPA: Programming Essentials in C++ Cisco Networking Academy	10/2023
---	---------

Projects

BruteforceSSH Developed a console application in C++ that performs bruteforce attacks on ssh servers.	GitHub 2024
StateMachine Developed a lightweight state machine library in less than 100 lines of C++11.	GitHub 2024
OpenGLSandbox Developed a series of examples in C++ documenting my learning journey in OpenGL3.	GitHub 2024
Breakout Developed a clone of the popular "Breakout" video game in C++.	GitHub 2024
MorseCodeConverter Developed a qt application in C++ that converts text to morse code and vice versa.	GitHub 2024
F1TelemetryClient Developed a telemetry client library in Rust for the "F1 23" video game.	GitHub 2024
ParticlePhysics Experimented with soft body simulations in C++ using spring-mass systems.	GitHub 2023
Logger Developed a lightweight logger library in C++.	GitHub 2023
Pathfinder Implemented BFS, DFS and A* pathfinding algorithms in Python.	GitHub 2022

Languages

Greek	Native
English	Fluent
Norwegian (Bokmål)	Beginner