Vasileios Pasialiokis

Full stack developer

I'm a developer and IT operator with a focus on software sensitive to correctness and performance. I'm fluent in node.js, Python, and PHP in functional style.

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Education

Aristotle University of Thessaloniki
Computer Engineering

Skills

Javascript	Typescript
node.js	Mentoring
Vue	React
Nuxt	(S)CSS
PHP	Laravel
SQL	Lisp
Python	Linux
bash	Git
Docker	AWS

Kaizen Gaming
2024 — now

Stack: Vue, Vuex, Tailwind
- Implementing new features & maintenance for live betting
- Two-way, realtime websocket communication
- Composable, functional, and 100% unit tested code
- Mentoring of junior developers in modern web development

Aylo
2023 — 2024

Stack: PHP + Larvel, React, MySQL & ElasticSearch
- Maintenance of legacy PHP code (Zend Framework 1)
- Migration of monolithic PHP code into microservices
- Improvements on content search functionality
- Unit testing through PHPUnit, type checking through PHPStan

Phenometry — phi3d.com
2022 — 2023

Stack: node.js & Express, Typescript & Vue, wasm, AWS
- Significant refactoring of legacy code into modern best practices: Vue 3, Typescript, SWC, eslint, dependency injection
- Added 80+% test coverage
- Reduced initial load size by 95%
- Port of Phi for tablet, touch, and pen interfaces
- Integration of Stripe payments

Mattermost
2022

Stack: JS, TS, Electron, React
- Paid contributor for Linux-specific bugs in the Electron application

Doppler SA
2020 — 2022

Stack: PHP & Laravel, JS & Vue
- Architected a continuous integration pipeline
- Developed an order automation tool and a BI dashboard for our ERP
- Mentored new employees in modern Linux web development

Organization for Transformative Works
2015 — 2021

Stack: Wordpress, Ruby on Rails, JS & jQuery
- Founded and coordinated the Greek translation team
- Content management through Wordpress
- Wrangling of tag and metadata ontologies on user content
- User interface programming

Assorted & Hobbyist Projects

- 5 years of video game development (Python, SDL, Panda3d)
- 3 years of native Linux application development (GTK3, Qt4, xcb, xlib)
- And a little bit of experience in embedded operating systems (ChibiOS) and compilers (Scheme Lisp → Javascript)