

## Contact Information

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## Work Experience

**Scientific Games** (**Mar 2022 - Present**) Software engineer at Scientific Games. Working on lottery projects as a back-end (using Java and quarkus framework).

**European Dynamics** (**Mar 2020 - Mar 2022**) Full Stack Java Web Developer at European Dynamics. Working on various European projects with main responsibilities the design, development and maintenance of back-end (using Java and Spring framework) and front-end (Angular) environments.

**Irida Labs** (**Apr 2018 - Jun 2018**) Internship at Irida Labs. Development of a new 3D scanner reconstruction method using the three-step phase shifting method.

## Education

**2013 - 2019** **Master of Engineering**, *Department of Computer Engineering Informatics, University of Patras, Greece (GPA: 7.03/10).*

## Recommendation Letter

**Christos Theocharatos** [http://students.ceid.upatras.gr/~dionys/Recommendation\\_letter.pdf](http://students.ceid.upatras.gr/~dionys/Recommendation_letter.pdf)

## Programming Languages

Java, Quarkus and Spring Framework, Angular(Typescript), SQL, HTML/CSS

## Tools

Git, Maven, Gitlab CI, Jenkins CI, Sonarqube

## Dimploma Thesis

**Micro-Expression Analysis Using Deep Learning Techniques (Supervisor: E. Z. Psarakis):** The purpose of this Diploma Thesis was to classify video data using neural networks. The dataset that was used was SMIC which contains short clips of spontaneous Micro-expressions captured with high-speed camera. Micro-expressions, are facial expressions that occur when the subject tries to hide their true emotions.

The networks that were used: LSTM & RNN. Also, some other experimental networks were developed including LRCN (combination of LSTM & CNN) and CNN (with transfer learning). The tools used for development purposes were Python, Opencv & Keras (using Backend Tensorflow).

## Languages

English

Greek (native)