KOKOROTSIKOS STERGIOS

UNDERGRADUATE SOFTWARE ENGINEER

CONTACT

- 6980020902
- stergiosk202@gmail.com
- stergiosk.com
- Thessaloniki, Greece
- https://github.com/StergiosKo

SKILLS

Web fullstack (JS, PHP, different CMS)

Game Development (Unity, Godot, Android Studio, Web based)

For university and independant projects (Python, Java, C, C#)

Knowledge on Machine Learning, Reinforcement Learning, Neural Networks

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EDUCATION

School of Information Sciences

University of Macedonia (UoM)

2020-today

4 years studies, specializing in Computer Science & Technology (Currently 4th year)

LANGUAGES

Greek

English

PROFILE

I am presently working towards a Bachelor's degree in Software Engineering at the University of Macedonia. Since I started as a junior fullstack developer at Astrolabs, II have developed a strong proficiency in both front-end and back-end language. I have also been working on different solo and team projects, especially game projects in different platforms. The reason for programming is my passion about learning new technologies and finding innovative solutions to complex problems. My goal is to secure a junior position as a game developer, where I can leverage my skills and knowledge to contribute to exciting and impactful projects.

WORK EXPERIENCE

Junior fullstack developer

Astrolabs   2022-2023

- Developed and maintained client websites using HTML, CSS, JavaScript, and PHP.
- Customized and managed content management systems (CMS) including WordPress, MODx, and PrestaShop.
- Implemented responsive web design principles to ensure websites functioned smoothly across various devices and screen sizes.
- Collaborated with clients to understand their requirements and translate them into technical specifications.
- Troubleshot and resolved website issues, ensuring optimal performance and user experience.
- Integrated third-party APIs and services to enhance website functionality.
- Assisted in the design and development of e-commerce websites, optimizing for usability and conversion.
- Worked within a team environment, enhancing my communication and teamwork skills.
- Developed strong problem-solving skills by finding efficient solutions to technical challenges and client requests.

Projects

University and other projects

- **Reinforcement Learning - Q Learning:** Thesis about the problem of the Taxi Agent (in development). Studyied and created the Taxi problem and the Q-learning algorithm from scratch
- **Nerdwork - Eclass Tool:** Team project for a java app that connects students and teachers for homework assignment and for finding teacher information. Top team project of the semester
- **Neolearn - Web based Eclass:** Team project for a web based project (JS/PHP) for simulation of an e-class. Teachers can upload work materials and students can enroll in classes and view the uploaded materials.
- **Flexibility - Medical Appointment App:** Team project for an android studio app that allows patients to schedule appointments with different doctors based on their needs. Top team project of the semester
- **Digital Adaptation of Hero Realms:** A solo unity project, creating a singleplayer digital game of the card game Hero Realms. Learned about Unity, Project Architecture and about AI decision making.