George Koutsikos
Software Developer

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Current Residence: Larissa, Greece

Work Experience

Full-stack Developer (JS/Python)

Feb 2018 - Oct 2019, SB Technologies

Bootstrap & development of various projects including: Custom CRM, browser based game and mobile application prototypes (incl. app and backend work).

Tech: **Django**, **Django REST Framework**, **Celery**, **Locust**, **MariaDB**, **Redis**, **Docker**, **AWS** (S3, SNS, SES, Route 53), **React**, **Redux**, **Ant.Design**, **Bootstrap**, **LESS**, **Unity**, **React Native**, **Moodle** (SCORM)

Backend Developer (Node.js)

Dec 2016 - Jan 2018, Vleepo Inc.

Development of new service features, improving test suite, optimizations for service load & message throughput, implementation of back-office & system administration UI, user analytics and implementation of an alternative recommendation algorithm based on Pinterest's Pixie (arXiv:1711.07601v1).

Tech: **Node.js**, **Socket.io**, **Express.js**, **Kue**, **MongoDB**, **Redis** (incl. *Lua scripts*), **InfluxDB**, **Mocha**, **Chai.js**, **Artillery.io**, **Vue.js**

Independent Game Developer (Unity / C#)

Aug 2012 - Present, Team Encryptique

Implementing various graphical effects, animating characters, designing game levels, researching potential optimizations and integrating Steam for Tulpa (Published by Rising Star Games, Jan 2015).

Tech: **C#**, **Unity**, **Cg/HLSL**, **Blender**, **Steamworks SDK**

Software Developer Intern (JS/C#)

Oct 2013 - Mar 2014, Wizcom

Implemented various online service prototypes in ASP.Net for the company using real-time web technologies.

Tech: **C#**, **ASP.Net**, **SignalR**, **EntityFramework**, **SQL Server**, **JQuery**, **AngularJS** (Angular 1.X), **PostgreSQL**

Personal projects

- **SolidJourney** (Release: TBA)
  Mobile app for runners to track their race participation history and receive suggestions for upcoming events.

  Tech: **Node.js**, **Koa.js**, **Sequelize**, **Mocha**, **Chai.js**, **PostgreSQL**, **TypeScript**, **Docker**, **Terraform**, **React Native**, **MobX**, **NativeBase** (Component Framework), **Vue.js**, **SASS**, **Carbon Design System**

- Bob (Open-Source)
  A builder/webhook service in Go that can be used as the centerpiece of a minimalistic CI/CD pipeline.

  Tech: **Go's HTTP Server**, **Gorilla Toolkit**, **Ace** (Template Engine), **go-git**

- Custom game engine for experimenting with architectural patterns, graphics/GPU programming and cross-platform development.

  Tech: **C++**, **CMake**, **Win32 API**, **X11**, **OpenGL**, **GLM**, **LuaJIT**

Education & Training

- B.Sc. in Computer Science and Telecommunications
  Technological Educational Institute of Larisa

Technical Skills

- Programming in **JavaScript** & **Python** but also in **Go**, **C#** and **C/C++** (and -hopefully soon- **Rust**)

- Frontend/Mobile Development:
  - Frontend frameworks and state management libraries
  - Experience with CSS, style preprocessors (**SASS**, **LESS** etc), frameworks (**Bootstrap**, **Bulma** etc) and design language systems
  - Mobile app development with React Native
  - Interactive web apps with **PIXI.js** and **Three.js**

- Backend Development
  - Web apps/services architecture (REST APIs, MVC etc)
  - Experience with web frameworks in various languages (JS, Python, C#)
  - Horizontal scaling architecture based on pubsub & message queues
  - Relational, Document, Key-Value & Time-series database systems
  - Real-time web technologies (**WebSockets, Socket.io, SignalR** etc)
  - Experience with **Docker** containers & containerized deployment pipelines
  - Experience configuring tools and services like Nginx, Terraform and AWS

- Desktop/Interactive/Game Development
  - Solid knowledge of math for game/graphics programming
  - Interactive apps and games with **Unity**
  - Desktop app development with **Qt4/5**
  - Experience with build configuration/automation with **CMake**, **Premake** and **Meson**

Personal Interests

My personal technical interests include computer graphics & interactive applications (on desktop and the web) and network programming. Moreover, I like learning new technologies and concepts and explore their features and limitations by making creative and fun pet projects in my free time.

Lectures & Volunteering

Being a free/open-source software advocate I'm frequently involved in planning and running various events, for example:

- **Global Game Jam 2020 - Larissa** (Aegean College, Site Organizer)
- **Annual Free / Open Source Software Conference 2011** (TEI Larisas)
- **FOSSCOMM 2011** (UPatras, Patra, openSUSE Linux Representative, Speaker)
- **FOSSCOMM 2010** (AUTH, Thessaloniki, openSUSE Linux Representative)
- **FOSSCOMM 2009** (TEI Larisas)

I also participate in various events as a speaker, for example:

- **GameDev Core Concepts** (2018, 11th Larissa Developers Meetup)
- **Programming with OpenGL** (Annual Free Software/Open Source Software Conference, Larisa 2011)
- **Introduction to Enlightenment Foundation Libraries** (FOSSCOMM 2011)