



Georgios Koutsikos

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Work Experience

11/2020 – present
Fully Remote

Senior Software Engineer (Python) (NDA)

Developing ground software for a “New Space” company with focus on scheduling systems and satellite fleet orchestration and automation.

Highlight: Rebuilt a legacy system from the ground up to be Kubernetes-native, enabling scalability within the cluster using Kubernetes Operators and Job resources.

Technologies used: Python, Django, Django Rest Framework, Celery, Redis, RabbitMQ, PostgreSQL, Rust, Kubernetes, Terraform

05/2020 – 10/2020
Fully Remote

Freelancing Software Developer (JS) Freelancing

Joined various teams to assist primarily with React Native app development, helping to streamline delivery and support overall project success.

Technologies used: JavaScript, React, React Native, iOS, Android, Python, FastAPI

02/2018 – 10/2019
Greece (On-Site)

Full-stack Developer (JS/Python) SB Technologies

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

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

12/2016 – 01/2018
Greece (On-Site)

Backend Developer (Node.js) Vleepo Inc.

Development of new service features, optimizations for service load & message throughput, implementation of back-office UI, user analytics.

Highlight: Built an alternative content recommendation system inspired by Pinterest's Pixie (arXiv:1711.07601v1).

Technologies used: Node.js, Socket.io, Express.js, Kue, MongoDB, Redis, InfluxDB, Vue.js

08/2012 – 01/2020
Greece (On-Site)

Independent Game Developer (Unity / C#) Team Encryptique

Implementing various graphical effects, animating characters, designing game levels, researching potential optimizations and integrating Steam for Tulpa.

Technologies used: C#, Unity, Cg/HLSL, Blender, Inkscape, Steamworks SDK

10/2013 – 03/2014
Greece (On-Site)

Software Developer Intern (JS/C#) Wizcom

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

Technologies used: ASP.Net, SignalR, EntityFramework, SQL Server, AngularJS, PostgreSQL

Personal projects

SolidJourney (Defunct)

Mobile app for trail runners to track their race participation history and receive suggestions for upcoming events.

Technologies used: Node.js, Koa.js, Sequelize, Mocha, Chai.js, PostgreSQL, TypeScript, Docker, Terraform, React Native, MobX, NativeBase (Component Framework), Vue.js, SASS

Bob (Open-Source)

A builder/webhook service in Go that can be used as the centerpiece of a minimalistic CI/CD pipeline.

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

Custom Game Engine

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

Technologies used: C++, CMake, Win32 API, X11, OpenGL, GLM, LuaJIT

Education & Training

Larissa, Greece

Computer Science and Telecommunications | BSc Technological Educational Institute of Larissa

Technical Skills

- PROGRAMMING LANGUAGES

Python



Rust



C#



JavaScript/TypeScript



Go



C/C++



- FRONTEND/MOBILE DEVELOPMENT

Frontend development with React & Vue.



Mobile app development with React Native.



Experience with CSS, style preprocessors (SASS, LESS etc), frameworks (Bootstrap, Bulma etc) and design language systems like Ant Design.



Interactive web apps with PIXI.js and Three.js.



Vector graphics design (e.g. for icons and other minor design elements).



- 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.



Technical Skills

– BACKEND DEVELOPMENT

Real-time web technologies (WebSockets, Socket.io, SignalR etc).

Experience configuring infrastructure with Terraform as well as developing Kubernetes Operators.

Experience with Docker/Podman & containerized deployment pipelines.

– 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 & Hobbies

I have a strong personal interest in computer graphics and interactive applications, both on desktop and web platforms. I'm also passionate about network programming and enjoy exploring new technologies in my free time to better understand their capabilities and limitations. This curiosity often leads me to develop creative pet projects that enhance my technical skills and allow me to experiment with novel ideas.

Beyond technology, I'm an avid reader with a particular interest in philosophy and the ways of life of different cultures. I find these subjects offer very valuable perspectives and deepen my understanding of the world.

Volunteering

Larissa, Greece

Site Organizer Global Game Jam 2020

Organized and run the local Global Game Jam event. Guided participants to design and implement their own video game submission based on that year's theme.

Larissa, Greece

Presenter Larissa Developer's Meetup 2018

Presenting "**GameDev Core Concepts**" at the 11th Larissa Developer's Meetup.

Larissa, Greece

Presenter, Staff FOSSCon 2011

Helped organize the local annual Free / Open Source Software Conference and presented an "**Introduction to Graphics programming with OpenGL**".

Patras, Greece

openSUSE Representative, Presenter FOSSCOMM 2011

Presented "**Introduction to Enlightenment Foundation Libraries**".

Thessaloniki, Greece

openSUSE Representative FOSSCOMM 2010

Organized and run the booth for the openSUSE Linux project, and it's local community.

Larissa, Greece

Staff Volunteer FOSSCOMM 2009

Assisted organizing and running the conference.