

(01)

experience.

- kaizen gaming** frontend developer 2024 — now
Live betting team. Frontend development with Vue, Vuex, Tailwind. Composable, functional, fully unit tested code. Mentoring of new employees. Leading architectural decisions. Coordinating with UX designers & product managers to deliver the best sports betting experience in the world.
- aylo** backend developer 2023 — 2024
Maintenance and modernisation of legacy code (Zend Framework 1). Migration to a microservices architecture. Improvements on content search functionality. PHP, Laravel, MySQL, Elasticsearch, React.
- phenometry** full-stack developer 2022 — 2023
Full-stack development in node.js, Express, Typescript, Vue, PostgreSQL. Significant refactoring of legacy code. 0% → 80% test coverage. Optimisation and bundle size reduction. Mentoring of new employees. Implementation of Phi for tablet and pen interfaces. Integration of Stripe payments.
- doppler sa** full-stack developer, devops 2020 — 2022
Full-stack development in PHP, Laravel, Lumen, Vue, SQL Server, MariaDB. Architected the CI/CD pipelines. Development of order automation, BI analytics, and internal tooling extending the company ERP. Mentoring of new employees.

(02)

open-source contributions.

- mattermost** 2022
Paid contributor for the Electron application. Development in React, Typescript.
- organisation for transformative works** 2015 — 2021
Founded and coordinated the Greek translation team. Content management through Wordpress. Development of internal tooling in jQuery. Wrangling and management of metadata ontologies.
- assorted & hobbyist projects**
Video game development in Python, PyGame, Panda3d. Native Linux application development in GTK3, Qt4. Embedded systems programming in ChibiOS. Compiler research (Scheme Lisp → Javascript).

(03)

programming languages		tooling & libraries	
typescript	elisp	vue	git
javascript	scheme	react	node.js
php	(s)css	tailwind	aws
c	bash	laravel	nuxt
python	sql	docker	vuex
		linux	websockets
spoken languages			
greek (native)			
english (fluent)			