

Alexandros-Charalampos

Kyprianidis

Software Engineer

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EXPERIENCE

efood | Delivery Hero | Software Engineer September 2023 -- Present

efood, a part of Delivery Hero, is Greece's leading online food delivery service.

- Part of Growth team, which is responsible for either growth or internal tool projects
 - Act as a primary contributor, delivering 2-3 OKR projects per sprint, while driving best practices and playing a pivotal role in team development projects.
 - I serve as the go-to person for both the Product and Apps teams, and I have taken on the role of onboarding buddy for every new member. So far, I have successfully onboarded three new team members.
 - Develop and maintain backend services using Node.js, Python, Golang, and PHP to support scalable and efficient systems.
 - Lead the development of a new internal microservice tool in Golang, managing media assets, which significantly boosted team productivity and operational efficiency. It mitigated the constant process of extracting logic from Node.js monolith to new Golang microservice.
 - Manage databases with PostgreSQL and MongoDB, ensuring data integrity and optimizing performance.
 - Utilize Grafana and Datadog, enhancing system observability and troubleshooting capabilities.
 - Assist the partially migration from Javascript to Typescript in Node.js monolith.
- Technologies: Node.js, Python, Golang, PHP, PostgreSQL, MongoDB, Grafana, Datadog

Acronis | Software Developer January 2022 -- August 2023

Acronis provides cyber protection solutions for data, applications, and systems.

- Part of Acronis Cyber Protect Agent Team, which is responsible for Desktop agent
 - Implemented dynamic port allocation for managed units.
 - Designed and integrated authorization mechanisms for role-based token management.
 - Developed internal toolsets to streamline REST API testing procedures.
 - Created a task manager feature for monitoring machine-specific metrics.
 - Resolved over 50 time-based SLA issues through rigorous investigation and debugging.
- Technologies: Golang, C++, Boost, Windows API, REST, PromQL, SQLite

BETA CAE Systems | Cadence | Software Engineer September 2020 -- December 2021

BETA CAE Systems is a leading provider of engineering software solutions focused on Computer-Aided Engineering (CAE) systems.

- Part of Process Automation Team - Data Management (DM), which is responsible for CAE related workflow automation and data's storage and lifecycle management
 - Designed and implemented a 9P server to create a virtual filesystem, enhancing data storage and accessibility.
 - Developed a robust REST API server, integrating Swagger for seamless API testing and documentation.
 - Orchestrated the lifecycle of CAE files across multiple processes, ensuring efficient data management and integrity.
 - Spearheaded the development of a versatile CAE Process Library using HTTP REST and Websockets, facilitating streamlined workflow automation.
- Technologies: C++, C, Qt, Python, REST, Swagger, Websockets, SQLite

Intelligent Systems and Software Engineering Labgroup | Computer Vision and Deep Learning Engineer January 2020 -- August 2020

The Intelligent Systems and Software Engineering Labgroup focuses on AI and software engineering research.

- Project: "Science4Fashion" - A 3-year project providing Conceptual Fashion Product Design Assisted by AI.
 - Conducted deep learning experiments to recognize clothing attributes.
 - Preprocessed metadata (text).
- Technologies: Python, PyTorch, OpenCV

Information Technologies Institute (ITI) | Research Assistant June 2019 -- December 2019

The Information Technologies Institute (ITI) conducts research in information and communication technologies.

- Project: "BIMERR- BIM-based holistic tools for Energy-driven Renovation of existing Residences" - HORIZON 2020.

- Wrote deliverables and designed the software architecture.

Information Technologies Institute (ITI) | Computer Vision Intern March 2017 -- May 2017

The Information Technologies Institute (ITI) conducts research in information and communication technologies.

- Project: "Real-time Detection & Tracking of Moving Objects in High Quality RGB Video".
- Technologies: C++, OpenCV

EDUCATION

Aristotle University of Thessaloniki | Integrated Master in Electrical & Computer Engineering September 2012 -- July 2018

- Grade: 8.56/10, Excellent (Distinction), top 5%
- Thesis: Training Convolutional Neural Networks using Gabor and Difference of Gaussian Kernels
 - Technologies: Python, Keras, Deep Learning, Digital Image Processing

Aristotle University of Thessaloniki | Bachelor in Computer Science September 2011 -- July 2012

- Admitted 3rd in the Computer Science Department and studied for one year, passing 10 out of 12 courses.

CERTIFICATIONS

Amazon Web Services (AWS) | AWS Certified Cloud Practitioner May 2023 -- May 2026

PUBLICATIONS

- Towards Modeling the User-perceived Quality of Source Code using Static Analysis Metrics
- Assessing the User-perceived Quality of Source Code Components using Static Analysis Metrics
- Towards Fashion Recommendation: An AI System for Clothing Data Retrieval and Analysis
- Science4Fashion: An End-to-end Decision Support System for Fashion Designers
- Towards Fashion Image Annotation: A Clothing Category Recognition Procedure

SKILLS

- Programming Languages: Golang, C++, C, Node.js, Python, PHP
- Databases: PostgreSQL, SQLite, MongoDB
- Technologies: REST, PromQL, Qt, AWS, Grafana, Datadog

LANGUAGES

- Greek (Native)
- English (C2)