

# DIMITRIS N. KLISIARIS

## PERSONAL INFO

Date of Birth: September 1, 1988  
Place of Birth: Athens, Greece  
Citizenship/Nationality: Greek  
Merrital Status: Single

## CONTACT INFO

Address: Skyrou 25  
Athens,Attica,Greece  
Mobile: (698)-2335270  
E-mail:dklisiaris@gmail.com  
Github:github.com/dklisiaris

## EDUCATION

Computer Engineering and Informatics Department, Patrai, 2006 - now  
60th High-School of Athens, 2006, G.P.A.: 18,7/20

## SOFTWARE DEVELOPMENT EXPERIENCE

- Development of bibliography, a web book cataloging app with social features.(Ruby on Rails, JS, Postgres, Redis, Elasticsearch) WIP
- Contributing to Book-Catalogue, an android app for book cataloging with over 500000 downloads. (Java, Android)
- Development of bookshark api (bookshark.eu), a web api service for book metadata powered by bookshark library (Ruby on rails, postgres)
- Development of bookshark library, a ruby library for book metadata extraction from biblionet.gr (Ruby)
- Development of Geopin, an android app for pin places, directions and reverse geocoding. (Java, Android, GMapsV2)
- Development of twitter\_cards library, a ruby library for parsing twitter cards information (Ruby)
- Contributing to opengraph, a simple ruby library for parsing opengraph information (Ruby)
- Development of boomabu, a pin board and bookmarking web application with restful api(Ruby, Ruby on Rails, Redis, Postgres, MongoDB, jQuery) WIP
- Development of hellasguide, a full featured commercial city guide mobile application for android. (Java, Android, GMapsV2)
- Development of hellasguide backend, a web based administration panel and xml api provider for both android and ios versions of hellasguide app (CodeIgniter PHP Framework, Php, mysql, various web technologies)
- Development of estchellas.gr, the website of the greek division of security training company ESTC (html, php, js)
- Development of expertise-solutions.eu, the website of event stewarding and organizing company expertise.(Old version: Wordpress, Now: html, php, js)
- Development of nikosnikaia.gr, a joomla powered car accessories business website. (Joomla, Php)
- Development of vassilispanagioutou.gr website, the personal portfolio of Vfx Artist Vassilis Panagioutou.(Javascript, Three.js, WebGL, php)
- Design and Development of BurgerHunt, a 3D infinite runner cross platform game.(C#, Unity Game Engine) WIP
- Development of Puzzler3d, a web-based puzzle game in 3d space based on voronoi diagram generator implementation.(Javascript, Three.js, WebGL) WIP
- Development of a web application for real estates advertising, with management capabilities from Admins and users (HTML, CSS, Javascript, PHP, MySQL, AJAX, XML, Apache Server, Web Tech Course)
- Development of Pyrsies, a 2d zelda-mod educational game inspired from the ancient communication system of fryktories.(GML)
- Implementation of parallel versions of Smith-Waterman algorithm.(C++, Pthreads, OpenMP, g++ and icpc compilers, Parallel Processing Course)
- Development of a database of a newspaper archive system.(Mysql, wamp Server, Databases Lab)
- Design and Implementation of a possibilities-based fire outbreaks and extinguish simulator.(C++, Advanced Object Oriented Programming Course)
- Implementation of an email client(C, Linux Sockets. Networks Lab Course)
- Design and implementation of a client-server pizza-order system through Posix using Linux Pro-

cesses and Threads.(C, Posix API, Operating Systems Course)

- Profiling and parallelization of the streamcluster princeton algorithm.(C++, OpenMP, SIMD commands, Scalasca, Parallel Processing Course)
- Implementation of Bash Scripts, System Calls and Kernel Calls.(Bash, C, Minix, Operating Systems Lab.)
- Design and implementation of an iNodes File System and Shell (C, Posix API, Operating Systems Course)
- Design and implementation of a client-server model of a parking-system through Posix using Linux Processes and Threads.(C, Posix API, Operating Systems Course)
- Author a bash script for automation of the -compile, run, measure, export results- process in parallel programs. (Bash)
- Design and Development of a possibilities-based War Simulator Game.(C++, Advanced Object Oriented Programming Course)
- Design and Implementation of a Picture-Resize program(Java, Basic Object Oriented Programming Course)
- Design and Implementation of a Sliding-Puzzle Game (Java, Basic Object Oriented Programming Course)
- Implementation of a hardware-driven version of electronic game pong with LEDbars using AT91 Atmels's Microcontroller (low-level C, Microprocessors Lab)
- Implementation of parallel Versions of Floyd algorithm (C, Pthreads, OpenMP, Parallel Processing Course)
- Development of a parallel pipeline workload simulator (C, Pthreads, Parallel Processing Course)
- Design and Implementation of a web crawler, language analyser and index maker program (Python, NLTK, Language Technology Course)
- Implementation of the classic boxes on a table puzzle with an AI solution find mechanism (Prolog, Artificial Intelligence Course)
- Implementation of a lexical and grammar analyser/parser for an object-oriented programming language(tinytalk). (C, Flex, Bison. Compilers and Programming Principles Course.)
- Implementation of a sequential-to-parallel converter function (C, Pthreads, Programming and High Performance Systems Course)
- Implementation of a message-exchange application between two wireless sensor nodes (nesC, tinyOS, Algorithmic foundations of wireless sensor networks)

## TECHNICAL SKILLS

### Programming Languages:

Ruby, Java, Php, Javascript/Coffescript, C, C++, C#, Python, Regex, Gml, Prolog, Verilog, Unix shell, TeX, nesC

### Web/Mobile Frameworks and Technologies:

Ruby on Rails, CodeIgniter, Laravel, Android SDK, PhoneGap, HTML/XHTML/HTML5, CSS/SASS, Ajax, XML, Javascript/Coffescript, JSON, jQuery, Three.js, Joomla CMS, Wordpress CMS

### Database Languages and Systems:

mySQL, Postgres, Redis, MongoDB

### Search engines:

Elasticsearch with Marvel, Kibana and Logstash

### Libraries, APIs and Software tools:

Posix threads, posix sockets, openMP, GLUT, STL, flex, bison, ANTLR, awk, sed

### Math, networks and other tools/languages:

Matlab, Boson Network Simulator, ns-2, TeX/LaTeX, tinyOS

### Design Software:

Photoshop, Blender

## WORK EXPERIENCE

### Web Developer

ESTC Hellas

Fall 2013 - Now

Duties include the development and maintenance of company's enterprise website.

### Systems Admin

Expertise Solutions

Summer 2013 - Now

Duties include the development and maintenance of their enterprise website and the administration of company's network and systems.

**Web/Mobile Engineer**      FurureArts Inc.      Spring 2013 - Spring 2014

Duties included a the technical design, implementation and testing of mobile apps, apis and administration software with continuous integration and agile practices.

**Sales Executive**      O.T.E. Inc., Sales Department      Fall 2011 - Spring 2012

Duties included telemarketing, data entry, and invoicing. Successfully converted catalog inquiries to sales opportunities by telemarketing program

**Customer Support**      O.T.E. Inc., Sales Department      Spring 2008 - Spring 2009

Duties included a series of activities designed to enhance the level of customer satisfaction and provide before and after sales information and support.

## **ACADEMIC EXPERIENCE**

Assistant in the Logic Design Lab: Spring Semester 2010-11

Assistant in Electronics Lab: Winter Semester 2011-12

Student member at IEEE

## **LANGUAGE SKILLS**

**Greek:** Native

**English:** Fluent, FCE, Cambridge

**German:** Good, B1, Goethe Zertifikat Deutsch (ZD)

## **RESEARCH INTERESTS**

Distributed Systems

Web Technologies

Software Engineering

Mobile Development

Search Algorithms

Data Structures

Deep Learning

## **EXTRACURRICULAR ACTIVITIES**

Guitar

Cinema

Drawing

Video Games

Game Development