

Ioannis Tzortzakis

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Summary

I am a Software Engineer who loves to code and learn new skills. I consider myself a responsible team player with an open-minded approach to problem-solving. My goal is to expand my skill set and make contributions to the field of Computer Science.

Work Experience

Freelancer

Remote

WEB DEVELOPER/DESIGNER

Feb 2024 - Present

- Built my own website as a starting point to dive deeper into web development and gain hands-on experience.
- Developed multiple projects using WordPress, handling both the creation and ongoing maintenance of websites.
- Improved SEO and performance for these sites and provided consulting on design and development decisions to clients.

Conveos

Heraklion, Crete

LLM INTEGRATION AND REACT DEVELOPER INTERN

Jul 2024 - Aug 2024

- Developed plugins for the Cheshire Cat LLM wrapper using Python to improve functionality.
- Integrated open-source React projects into the platform, contributing to front-end development.

This role helped me build skills in AI software development and front-end technology integration, while collaborating with an experienced team of developers.

ICS-FORTH

Heraklion, Crete

JUNIOR SOFTWARE ENGINEER

Jan 2019 - Feb 2019

- Introduced to a computer vision project that involved analyzing images of water droplets under vacuum conditions. The images were processed using edge detection algorithms, and we then created a mesh using the 3D models and extracted results from the produced .xyz file.

Education

Computer Science Department, University of Crete

Heraklion, Crete, Greece

BSC IN COMPUTER SCIENCE

Sep 2019 - Currently

- Project 'Alpha' Compiler: Implemented a Compiler for a custom language 'Alpha' written in C. The project consisted of 4 phases, lexical analysis, syntactical analysis, intermediate code generation, and final code generation.
- Project 'Search a Movie!' (Information Retrieval): Information Retrieval project utilizing Python flask backend, Whoosh Library for IR, frontend using HTML, CSS, and Kaggle Dataset.
- Project 'CCC' (Credit Card Company): Designed and implemented a system in JAVA and SQL that automates a portion of processes in the context of a Credit Card Company.
- Project 'E-Eat' (HCI): Implemented the Front-end for an online table-reservation site, following HCI principles (Human-Computer Interaction), using the tool FIGMA.
- Project 'E-Libraries': Implemented the Front-end and Back-end for a site, in HTML, CSS (Bootstrap), Javascript, JSP, and JAVA Servlets.
- Project 'MicroTCP': Implemented a library that provides a simple TCP protocol (utilizing the available UDP protocol).
- Project 'Amphipolis': Created a GUI in JAVA applying various programming techniques (MVC- Model View Controller).
- Project 'Among Us': Developed the back-end for the popular game 'Among Us' utilizing (Stacks, Lists, Trees, and Hash Tables) in C++.

Skills

Programming

C, C++, Java, Python

Back-end

PHP, Java Servlets, JSP

Front-end

React, JS, HTML, CSS-Bootstrap

Other Skills

Organization and Time Management, Problem-Solving, Dependable and Responsible, Self-Motivated

Languages

Greek - Native speaker, English - C2 degree