


PERSONAL INFORMATION



Dimitriadis Vasileios

 Lamia (Greece)
 wckdawe@gmail.com

Sex Male | Date of birth 6 Jan 1998 | Nationality Greek, American

EDUCATION AND TRAINING

2016–Present

Student

Computer Science Dept., University of Thessaly, Lamia, Lamia (Greece)

A detailed list of courses enrolled can be given upon request.

- Multiple Languages, such as C, JAVA, PHP, HTML/CSS/JS, Python
- Structuring & Writing good code (Data Structures, Databases, Algorithms, Software Technologies, Design Patterns)
- Web, Distributed Systems, Operating Systems, Databases & Distributed Databases
- Understanding deeply how Programming Languages work (Introduction to Computer Systems, Assembly & Compilers)
- Approaching and solving issues using Mathematics & Signal Theory
- Basic understanding of Physics

2010–2016

Lyceum Graduate

1st High School & Lyceum of Panorama, Panorama (Greece)

Field of Study: Computer Science & Economics

Grade: 19.7/20

WORK EXPERIENCE

1 Oct 2019–Present

Web & Software Developer

I am re-assigned to build all the required infrastructure for the Minecraft Server called MCAssassins.com.

I provide dedicated support as the main Web & Software developer, and I am in-charge of:

- Recreating the server from the ground-up to accommodate for a lot of updates missed while the server was inactive
- Creating & Managing a web store to handle donations
- Updating & re-configuring all outdated plugins to their latest versions
- Updating the website to match all the changes from above

2014–2016

Web & Software Developer

MCAssassins.com

I provided dedicated support and was the main Web & Software developer for a Minecraft Server called MCAssassins.com.

This included but was not limited to:

- Creating the MCAssassins.com Website using HTML/CSS/JS & PHP
- Created multiple plugins using the Bukkit API (Java)
- Updated a handful of plugins using the Bukkit API (Java)

PERSONAL SKILLS

Mother tongue(s) Greek

Foreign language(s) English

- Communication skills
- High communications skills gained by my experience as a Team Leader at PyLam and by the workshops & conferences I've organized or attended
 - Excellent contact skills with Teens achieved after talking in multiple events & workshops while being at PyLam
 - Confident speaker (Especially in Mother tongue)
 - Great listener & team-player

- Organisational / managerial skills
- Genuine desire to achieve, excel and evolve
 - Leadership (responsible for a team of 14 members at PyLam, split to 3 teams of 5-5-4 for better management)
 - Able to lead others in high-demand situations (Organized more than 5 workshops, each one with unpredictable issues)
 - Evaluating performance, programs, processes, or events
 - Supervised a lot of people in different scenarios and projects
 - Finding different ways to approach and solve issues
 - Social and Motivational
 - Great at selling ideas & products that I truly believe in

- Job-related skills
- Advanced understanding of C, Java, Python, PHP, HTML/CSS/JS
 - Advanced understanding of SCRUM & Agile Development (Mainly using Trello)
 - Intermediate to Advanced understanding of SQL Databases (MySQL, SQLite, Postgres)
 - Intermediate understanding of Web Frameworks such as (Laravel & Django)
 - Intermediate understanding of VCS (Such as Git) & CI
 - Basic to Intermediate understanding of Distributed Systems (such as programming in MPI)
 - Basic understanding of Visual C#/Basic, NodeJS, jQuery & Socket.io (worked on projects with them from 2012-2016)
 - Frequent user of VoIP & Instant Messaging services such as Slack, Discord & Skype

Digital skills

SELF-ASSESSMENT

Information processing	Communication	Content creation	Safety	Problem-solving
Independent user	Proficient user	Proficient user	Proficient user	Proficient user

Digital skills - Self-assessment grid

- Basic understanding of Microsoft Office Suite (Word, Excel etc)
- Basic understanding of Image Editing (Photoshop)
- Basic understanding of Video Editing

ADDITIONAL INFORMATION

- Publications
- Dimitriadis V., Kranas G., Karabelas Timotievits A., Trontsios D., Zlatintsis S., Evaggelidou G., Sapakos S., Kouskouras T. & Grigoropoulos N.: **PyLam: A Pythonic group in Lamia**. INOEK

2018, 2, pp. 923-930

Academic Activities

Team Leader (Oct. 2016 - Present)

PyLamGR, Lamia (Greece) || ([Website](#) | [GitHub](#))

- Communicating frequently with the Team, assigning work, providing assistance when needed & listening and contributing to new and innovative ideas
- Training the team to most IT skills necessary, such as but not limited to: Python, VCS (Mainly GitHub), CI, Django, Laravel, Slack, Trello
- Listening to members feedback and attempting to improve inner-group processes based on it
- Monitoring team's participation & progress to ensure correct training
- Managing the flow of day-to-day operations
- Communicating with multiple Faculty Members to assure smooth operation
- Organizing & Managing academic events, workshops (mainly focused on High-school students) & conferences such as Python for University, Python: The Basics and INOEK respectively

Academic Projects

The following projects were completed as homework assignments during my academic studies at Computer Science Dept., University of Thessaly, Lamia.

- **(2019 - Present) ADBlocked**: I'm currently working on an Unreal Engine game called ADBlocked
- **(2019) C-600-Compiler**: A (incomplete) compiler based on a subset language rules of C++. Using Flex & Bison I completed the Lexical & Syntax Analysis of the language as well as 45% approximately of the Semantic Analysis ([GitHub](#))
- **(2019) Toxic Waste Disposal**: A website illustrating the toxic waste processing & disposal service for medical equipment built using the Django Framework
- **(2019) Python B+ Tree Library**: B+ Tree implementation and Visualization using Python 3 & GraphViz ([GitHub](#))
- **(2018) MeTransfer**: In a period of 2.5 weeks we made a WeTransfer clone using PHP, MySQL, composer &phinx. I created a vital part of the sites back-end infrastructure and database migrations ([GitHub](#))

Additionally, as a member of PyLam I contributed to a plethora of projects, but mainly in the following:

- **Logic Design Tool**: A solver/calculator for Boolean algebra and logic design. After creating the base file-structure I contributed to the Arithmetic Expression Converter, Base Converter, Complements & Karnaugh map solver ([GitHub](#))

Projects

Developed with Team Effort:

- **(2016) CSONGO.gr**: Using Laravel & NodeJS we attempted to create a Virtual Gambling site for games such as Counter Strike: Global Offensive & TF2 for the CSONGO.gr community. I was assigned to:
 - Convert an older PHP project to Laravel
 - Hook Laravel with Steam API
 - Create "Storage Bots" using the Steam API & C#
 - Create a Bridge for the Bots and the website to communicate together and securely

Individually Developed:

- **(2014-15) Vlobby Network**: Vlobby Network (Valve Lobby Network) was an e-gaming 'Trading' website. It included Free & Paid Tournaments, Sweepstakes, Giveaways, Lotteries and of course, trading for multiple games. The site was developed using plain PHP, HTML, CSS, JS and jQuery while its database was designed in MySQL
- **(2014) DiamCraft's Ticket System (Minecraft Plugin)**: A hybrid web & in game ticket system for Minecraft, used specifically in the server Diamcraft. Users can make reports about hackers/cheaters, bugs, exploits and ask questions. The ticket system could be used both in game and through a web-application, for both users and moderators. The in game system was written using Java, while the website consisted of plain PHP, HTML, CSS, JS and JQuery. The website and in game system were bridged using a common MySQL Database

- **(2014) AbyssEconomy (Minecraft Plugin):** A custom "Dual Economy System" plugin for Minecraft, specifically used for the Greek minecraft server called "Abyss". This project was written in Java. User information were stored in a local JSON file
- **(2012) MineRevolution (Software):** A helper tool for Minecraft created with Visual Basic. Users could play Minecraft classic, create automatically servers, browse through a lot of Minecraft resources and install mods & texture packs

Conferences

- **(2018) INOEK:** Education, Lifelong Learning, Research, Innovation and Science
- **(2017) IEEE's Security for Everything, Everyone, Anytime**

Certifications

- **(2018) L.P.S Program:** EMP Medic First Aid
- **(2015) Google Dart Workshop, GDG Thessaloniki**
- **(2013) British Council:** 1st place as team K.A.V.A ([link](#))

Honours and awards

- **(2016) 3d Student Newspaper Challenge:** For competing on the challenge "Creating your own newspaper & news page" with Team "ΑΤΥΠΙΟΣ"
- **(2012) Website for Lyceum of Panorama:** The website i made for my Lyceum received commendations by the ΕΕΕΕΠ-ΔΤΠΕ in the 4th Panhellenic Web Educational Competition

Volunteer

- **(2018) Open Doors, University of Thessaly:** Bringing teens closer to the University. I was assigned to make a speech about the University and about a team called PyLam. I also helped to maintain the keep everything according to schedule and welcomed 10 Schools and a lot of teenagers & their Teachers
- **(2018) INOEK Volunteer:** I was assigned to make sure the conference was on schedule as well as be there for general assistance

Seminars

Seminars/Workshops I attended as a speaker:

- **(Mar. 2018 & 2019) (2x) Python: The Basics - Volume 2 -** : 6 hours of introducing Lyceum students to OOP Python
- **(Oct. 2017 & 2018) (2x) Python: The Basics - Volume 1 -** : 6 hours of introducing Lyceum students to Python Procedural & Functional programming

On the seminars mentioned above, I welcomed the students, did the opening speech, presented practical applications, procedural, functional & object oriented programming in Python and assisted the students when needed.

Courses

Courses that I am teaching or assisting:

- **(2019) Compilers Course, CS Dept., University of Thessaly:** I am helping inside the lab, 5 hours per week, teaching students how to build their own compiler using Flex & Bison
- **(2019) Java Revision course for University:** A 4-part, 3 hour each, crash-course providing students a quick and intensive way to remind themselves about Object Oriented Programming concepts and getting their questions about the aforementioned subject answered.
- **(2018) Python for University:** 3 hours crash-course for University students to understand procedural, functional & OOP Python as well as see practical applications

References

References available upon request.