Panagiotis Daveas

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Education

Hellenic Open University
Computer Science
2018–present

Skills

- **Programming languages:** C, C++, C#, Java, LaTeX, Matlab, Processing
- **Development:** Object-oriented programming, data-oriented programming, game programming in Unity, agile techniques
- **Databases:** MySQL, Apache Derby
- **Operating Systems and Environments:** Windows, MacOs, Linux/Unix, Vim, Git, Zsh shell

Accomplishments

Covid19-Stats App
Client-server model
Developer

- – `[Java]` Development of performance code, codebase maintenance
- – `[Database]` Scripting and implementation of local database and entities
- – `[Markup Languages]` HTML, XML usage for the project's purposes
- – `[Design]` Gui design and implementation in Swing framework
- – `[Role]` Scrum master, system administrator

Eshop Simulator
Model based simulation
Developer

- – `[Java]` Implementation of development with emphasis on mutable objects
- – `[Testing]` Implementation of unit-tests stressing the application with heavy loads of data

Various personal projects
Projects available on github

- – `[Java]` Perlin noise implementation using Processing framework
- – `[Java]` Ray casting in 2D implementation using Processing framework
- – `[C++]` Graphic engine implementation of manipulating solid objects
- – `[C]` Implementation of classic games like Tetris and Snake

Languages

- **Greek:** Mother tongue
- **English:** C2 Certificate
- **French:** B1 Certificate