

Spyridon Stamou

ECE Student, TUC

About me

Curious and motivated ECE undergraduate student at the Technical University of Crete with an interest in backend development, operating systems, computer networks and data technologies. Actively building experience in backend programming, big data management and analysis, and wireless networking systems.


Specializations


Operating Systems • Backend Development • Computer Networks • Data Engineering • AI

Interests

Cinema / Outdoor exploration / Running / Chess

EDUCATION

2021–present **Integrated Master (MEng) in Electrical and Computer Engineering**
TECHNICAL UNIVERSITY OF CRETE · Chania, Greece 

2021 **Graduate of the 1st General High School of Mandra, Attikis**
GENERAL GRADUATION SCORE: 19.6 · 

WORK EXPERIENCE

Full Stack Developer (Intern)
[Net 22]

[01/07/2025] – [31/08/2025]
[Chania]

- Developed a client portal and an internal tool for managing site data with a dashboard.
- Built a "Reservation Manager" for a client in the travel industry, featuring a management dashboard, automated email notifications, and calendar integration.

SKILLS

- C, Java, Python, Scala, Matlab
- HTML, CSS, PHP, JS
- PostgreSQL, Apache Spark, Apache Flink
- Git, Bash scripting, Linux Commands, LaTeX, Wireshark

PROJECTS

- **Diploma Thesis: Analytical Processing of Maritime AIS Data (In Progress)** — Designing and implementing distributed services for the analytical processing of large-scale maritime AIS (Automatic Identification System) data using Apache Spark.
- **Tic Tac Toe Game (OOP)** — Developed a fully playable Tic Tac Toe game in Java using object-oriented programming principles.
- **Aggregative Movie Preference Analyzer** — Collaborated on building a Python tool for movie preference analysis, covering all development phases: initial design, logging, profiling, refactoring, and unit testing.
- **HexThello AI Player** — Created a HexThello game where one player is controlled by an AI using the Minimax algorithm with alpha-beta pruning for optimal move selection.
GitHub: <https://github.com/sstamou03/HexThello-AI-Player>
- **SQL–Java Integration with JDBC** — Developed a Java GUI application with login and member detail screens, implementing CRUD operations on a PostgreSQL database using JDBC.
GitHub: <https://github.com/sstamou03/NetApp>
- **TinyOS3 System Project** — Worked in a team to extend the OS kernel with multithreading, inter-process communication (pipes/sockets), and a Multilevel Feedback Queue scheduler using C.
GitHub: <https://github.com/sstamou03/tinyos3>
- **Scala–Spark Analytics Project** — Developed analytics pipelines using RDDs and DataFrames in Scala on Apache Spark over HDFS. Processed large datasets with filtering, joins, and aggregations.
GitHub: https://github.com/sstamou03/MovieLens_Spark_Analytics
- **WiFi SpeedTest & WiFi Doctor** — Co-developed a network suite featuring a TCP throughput tool in C (Unix sockets) and a Python/PyShark packet analyzer to evaluate WiFi performance.
GitHub: github.com/sstamou03/WiFi-SpeedTest | github.com/sstamou03/WiFi-Doctor
- **TUCello (Microservices PMS)** — Developed a containerized Project Management System using FastAPI and React. Implemented asynchronous inter-service communication via RabbitMQ and managed data across MySQL and MongoDB.
GitHub: https://github.com/sstamou03/vanilla_project_manager
- **Distributed Skyline Query Processing** — Implemented and evaluated distributed MapReduce-based partitioning strategies for Skyline queries using Apache Flink and Kafka, efficiently processing data streams of up to 15 million tuples.
GitHub: https://github.com/sstamou03/Flink_Skyline
- **Chess Match Outcome Predictor** — Built a Machine Learning model (Balanced Random Forest) in Python to predict match outcomes. Integrated the Stockfish engine to extract and analyze game quality metrics (Mean Centipawn Loss) from large datasets.
GitHub: <https://github.com/sstamou03/ChessAnalyzer>


LANGUAGES


- English – C1
- German – A2

STRENGTHS

- Solid theoretical background in algorithms and data structures.
- Eager to learn and research.
- Capable of working in entity-based groups.
- Consistent with deadlines and quick to adapt to new environments.

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