

I am a software engineer with a passion for software crafting and technology! My devotion extends to Free and Open-Source Software (FOSS), and I actively engage with software communities. My continuous pursuit of knowledge involves the exploration of emerging technologies, methodologies, and tools around the craft of making software. This acquired knowledge is used wisely to improve software creation lifecycle, especially when dealing with complex challenges. Through my professional journey, I have proven expertise in effective communication and seamless collaboration with diverse teams. The process of taking a concept and transforming it into a polished and functional software product is a source of personal satisfaction and fulfillment.

Work Experience

Senior API Engineer Sunlight.io

Jan 2021-Jan2024
Remote

- Develop platform components using Go to implement new features and enhance system reliability and performance.
- Write scalable code for the provided REST APIs, facilitating communication between services with a focus on minimizing resources footprint.
- Implement sophisticated communication and data caching processes among different services and exploited heavily concurrency primitives.
- Collaborate with cross-functional teams to design new features, participate in product requirements documentation, and drive technical changes.
- Initiated and led pivotal technical enhancements within the internal team, encompassing Unit & Integration testing, CI/CD integration, performance optimizations, and comprehensive code refactoring.
- Automate tasks and processes through comprehensive solutions across the software stack.

Software Engineer Enartia

Nov 2018-Dec 2020
Hybrid

- Contributed as a core member of an agile cross-functional team, with a primary focus on optimizing the cart and checkout process.
- Led the transformation of the application from a full-stack architecture to a more efficient separated backend-frontend model by exposing APIs, enhancing system modularity.
- Played a pivotal role in a focused specialized team tasked with designing a cutting-edge, event-driven microservices proof-of-concept (PoC) architecture, aimed at replacing the legacy monolithic system.
- Developed and consistently maintained internal tooling solutions to empower various teams, including marketing, customer support, finance, and more, in monitoring and effectively managing core products.

Software Development

Golang	★★★★★
PHP (Symfony)	★★★★★
Rust	★★
Automated Testing	★★★★★
Shell Scripting	★★★★★
SQL	★★★★★
REST	★★★★★
CLI	★★★★★
gRPC	★★★★

Ops / Tools

CI/CD	★★★★★
AWS (+SDK)	★★★★★
Docker	★★★★★
Elasticsearch	★★★★★
Ansible	★★★★
Terraform	★★★★
MySQL	★★★★★
PostgreSQL	★★★★★
Pub/sub	★★★★★
Event Driven Arch.	★★★★
etcd	★★★★★

Work Experience

Software Engineer

[Asklipios Diagnosis](#)

Jan 2018-Oct 2018

Heraklion, Greece

- Designed, developed, deployed, and meticulously maintained a versatile, multi-tenant, multi-page headless Content Management System (CMS) serving a range of websites. This system facilitated multilingual and dynamic content creation.
- Utilized AWS infrastructure, the Symfony framework, Elasticsearch, and VueJS to ensure seamless performance and scalability.
- Created a web application for generating, signing, and securely storing consent forms for clients, seamlessly integrated with the Customer Relationship Management (CRM) system.
- Developed a web portal enabling users to search for and schedule appointments with medical professionals based on specific criteria, leveraging Elasticsearch's capabilities for an intuitive search experience.

Languages

- **Greek**, Native proficiency
- **English**: Professional working proficiency
- **French**: Elementary proficiency

Interests

- Cycling
- LEGOs
- Home Automation
- Reading Books
- Traveling
- Gaming

Full Stack Web Developer

[Designgraphic](#)

Apr 2016-Dec 2017

Remote

- Orchestrated the end-to-end lifecycle of a multi-tenant, multi-page CMS tailored to the hospitality industry, specifically for hotels and villas. This encompassed the development of distinct frontend site themes, as well as the provision of a subscription-based booking engine and channel management system.
- Executed deployment on the AWS cloud infrastructure, adeptly harnessing the capabilities of the Symfony framework, Redis, RabbitMQ, and AngularJS to ensure robust and scalable performance.
- Crafted a bespoke multi-page CMS designed for the restaurant sector, complete with separate frontend sites, an innovative menu-building tool, and a user-friendly delivery application for online ordering (e-ordering).
- Pioneered the development of a specialized betting platform centered on real-time football statistics. Deployed on AWS, the platform effectively utilized RabbitMQ for message handling and Redis for data caching within the frontend server, ensuring seamless user experiences and real-time data updates.

Education

2008-2010: M.Sc. at Computer Science, Computer Science Department, University of Crete

Augmented professional qualifications in the areas of:

- a) Computer Architecture and Digital Systems and
- b) Machine Vision and Robotics

MSc Thesis: Runtime support for programming explicit communication chip multiprocessors.

Supervisor: Associate Professor Nikolopoulos Dimitris

2002-2008: Diploma of Electronic and Computer Engineer,

Electronic and Computer Engineering Department, Technical University of Crete (5 year Diploma).

Dissertation titled: A Reconfigurable Accelerator for Quantum Computations using Reconfigurable Logic.

Supervisor: Professor Apostolos Dollas

Degree: 7,82 / 10

Volunteering

● Co-organiser of [DevStaff](#) - The Developers community in Crete

- The biggest developers community in Crete with more than 1800 members.
- Organize monthly developer meetups since 2015 covering diverse technology and developers' topics.
- Fostering a community of collaboration, socializing and knowledge sharing.

● Co-Organiser of [SoCraTes Crete](#) - An Open Space Unconference about the Craft of making Software

- SoCraTes (Software Craft and Testing) Crete is a vibrant [Software Crafting Community](#) of people that value the software creation process.
- Organize a 3-day Open Space Unconference every year in the beautiful island of Crete.

● Active FOSS contributor

- Contribute to [Woodpecker-CI](#) a simple yet powerful CI/CD engine with great extensibility
 - Contribute in forge integrations.
 - Involved in the design of the [addon implementation](#).
 - Offered feedback during discussions, provided support on various topics, and investigated, raised, and resolved issues.
- Contribute to [Radicale](#) a sovereign peer-to-peer network for code collaboration, built on top of Git
 - Participated in integrating Radicle with CI/CD systems and other tools.
 - Designed and developed support for Radicle's outgoing webhook system.
 - Engaged in discussions regarding the design and implementation of various tools.
 - Identified and raised issues related to Radicle's core and tooling, conducting investigations and facilitating resolution.
- Regularly write about software and technology topics on my website at <https://mzampetakis.com>.