

Skills

Languages	HTML, S/CSS, JS, bash, C#, perl, Java, SQL
Frameworks	React, Redux, React Router, NextJS, Node, npm, Webpack, JSS, Bootstrap, Tailwind
DevOps	Bash, AWS, Docker, Git
Templating	Freemarker, Velocity, Markdown
Software	IntelliJ IDEA, Illustrator, Photoshop
UX	Cognitive Inquiry, Semi-Structured Interviews, Participatory Design, Card Sorting, Prototyping

Work History

MediaMath

Staff Software Engineer

January 2021 - Now

- Build and maintain a design system using React/storybook
- Guide the design system's usage and best practices through the teams
- Onboard and mentor permanent employees and contractors
- Attend team lead meetings, pair programming sessions, conduct code reviews
- Interview potential candidates

PublicRelay

Senior Frontend Engineer

February 2016 - January 2021

- Architect, develop and maintain 5+ new projects and products using some combination of React, Redux, Bootstrap, scss, Material-UI, dojo, jQuery
- Conduct UX research, present, iterate using findings
- Manage aws services, docker containers, kickoff system jobs, create, setup and maintain google analytics accounts
- Mentor and support coworker in using selenium for testing

Sourcefire, Cisco (Acquisition)

Software Engineer II

June 2013 - December 2015

- Design and implement features on the next-generation firewall product using perl, java (GWT), SQL, HTML, CSS, JavaScript, proprietary js frameworks and other technologies.
- Support current and past releases of the product on various hardware platforms (implement upgrade scripts etc.)
- Compile design and requirement documents/presentations
- Find, log and fix various bugs using different bug management platforms (e.g. bugzilla, JIRA etc.)
- Write and execute individual test cases, compile test plans, write and execute unit tests in perl
- Manage 15+ virtual machines and networks on VMware vsphere, VMware fusion and VMware workstation
- Troubleshoot and support customers through video conference
- Design and conduct interviews with potential hires

Web and Application Services, College of Arts and Humanities

IT Web Developer

January 2012 - May 2013

Design, compile requirements, iterate on, implement and test university websites/applications locally, on development and production environments

Design and implement online system for applicants and reviewers Implement Drupal modules to enhance the functionality of different web applications

Provide technical assistance and Dreamweaver training to non-technical staff and faculty

Human-Computer Interaction Lab

Participatory Design Facilitator

August 2011 - May 2013

Design, lead and facilitate participatory design and cooperative inquiry sessions with children ages 7-11 (Kidsteam) and outside partners (e.g. Nickelodeon, National Park services)

Design and facilitate 7 in-class participatory design sessions with children with learning disabilities, iterate on and implement the designed game in Flash

Human-Computer Interaction Researcher

August 2011 - May 2013

Design and develop innovative Twitter data analysis browser application in a team with the advice of Ben Shneiderman. Visualize data using advanced visual analytics techniques and tools.

Conduct qualitative research (funded by Google) on how adolescents search the web in the home environment (design, conduct, transcribe, code and analyze interviews with adolescents and parents)

Jim Gray – YogiPlay

Intern (User Research and Software Development)

July 2012 - August 2012

Design, implement and evaluate iOS app prototype from scratch

Conduct user driven formative evaluation sessions with users

Be Positive, Non-Profit Organization

Web Developer/Usability Consultant

June 2007 - June 2011

Create and maintain website using Joomla, HTML, CSS and Javascript, improve usability

Education

M.Sc. Human-Computer Interaction

September 2011 - September 2013

University of Maryland College Park, USA

B.S. Informatics and Telecommunications

September 2006 - September 2011

University of Athens, Greece