

RAPHAEL ASLANIDIS

anonymous127001f@gmail.com | linkedin.com/in/raphael-aslanidis | github.com/RaphaelAsla

EDUCATION

Hellenic Open University

Oct. 2024 - Present

Bachelor of Science in Computer Science

- **Relevant Coursework:** Introduction to Computer Science, Data Structures and Algorithms, Linear Algebra, Discrete Mathematics, Computer Architecture, Database Systems, Software Engineering.

IEK DELTA 360

Oct. 2020 – Apr. 2023

Associate's in Software Development

- **Relevant Coursework:** Data Structures and Algorithms, Game Development, Windows Forms, Database Systems, Web Design.

EXPERIENCE

C++ Developer Intern

Jul. 2022 – Jan. 2023

Kimatica LTD

Remote, GR

- Developed a software tool to automate the process of extracting information from configuration files.
- Developed a string manipulation utility class to handle three distinct string types in more efficient ways.
- Contributed to the development of a tool for extracting the latitude and longitude from a USB GPS device.

Web Scraper Developer

Sep. 2024

Freelance

Remote, GR

- Designed and implemented a web scraper to extract product prices, categories, and descriptions from a supermarket website, converting the data into a structured CSV file for easy analysis.

PROJECTS

Nexavey | C++, OpenGL, GLSL, ImGui, CMake

Sep. 2024 – Present

- Currently in early stages, designing and implementing a real-time rendering engine with a focus on modularity, performance, and extensibility.

Path Tracer | C++, OpenGL, ImGui, CMake

Aug. 2023

- Developed a path tracer influenced by Peter Shirley's Ray Tracing in One Weekend series, utilizing an alternative architecture and implementing additional features, such as ImGui integration.
- This project was discontinued in favor of Nexavey, which will include it's own ray tracer.

Sierpinski Pyramid | C++, OpenGL, GLSL, CMake

Mar. 2024

- Created a realistic 3D Sierpinski pyramid fractal with shadows using OpenGL.
- The user can navigate in the scene and zoom in/out.

Neural Network | C++

Jan. 2023

- Developed a neural network utilizing the backpropagation algorithm.
- The network topology is customizable.
- Serialization and deserialization are supported.

Verlet Balls | C++, SFML, CMake

Jul. 2023

- Implemented a realistic physics simulation of balls using the Verlet integration method and the QuadTree algorithm for collision detection.

Unfollowers | Python, React, FastAPI, Docker

Aug. 2024

- A dockerized app that allows users to see who unfollowed them on Instagram on a visually appealing frontend.

SKILLS & INTERESTS

Programming Languages: C++/C, Python, Java, C#, SQL (MySQL)

Libraries: OpenGL, ImGui, SFML, NumPy, Matplotlib, Selenium

Frameworks: React, FastAPI

Developer Tools: Git, Docker, Linux, Neovim, VS Code, Visual Studio

Personal Attributes: Problem-solving, Adaptability, Teamwork and Communication

Personal Interests: Science, Weightlifting, Cooking, Riding

Languages: Greek (Native), English (C2)