

# Vyron Vasileiadis

Date of birth: 21 February 1989  
Nationality: Greek  
Phone: +30 6948274348  
Email: [fedonman@open-tech.gr](mailto:fedonman@open-tech.gr)  
LinkedIn: <http://lnkd.in/bUU3hWs>

## Education

**BSc Computer Science and Technology, University of Peloponnese**  
*Thesis topic: "CoveX: Quantum Circuit Simulator using Cove Framework and Unity3d"*

## Language Degrees

Certificate in Advanced English (CAE), University of Cambridge

Zertifikat Deutsch (ZD), Goethe Institute

## Other Degrees

Degree at Advanced Music Theory. Includes Vocal Studies, Harmony, Counterpoint, Fugue and Composition

## Work Experience

**May 2013 – April 2015**  
Athens, Greece

Freelancer as part of Jellyfish Pirates team.  
More info: <http://jellyfish-pirates.com>

**October 2013 – May 2014**  
Athens, Greece

Full-time full-stack web developer (GLAMP / CSS / jQuery) and game designer & developer (Unity3d) for "Inspiring Career".  
Check the [site](#) and [game](#) developed.

**October 2013 – April 2014**  
Athens, Greece

Half-time Unity3d developer for "Demigod Studios", Athens, Greece

**May 2012 - October 2012**  
Fuengirola, Spain

Full-time internship as full-stack web developer (GLAMP / CSS / jQuery) for "IT Development Spain" through Erasmus Placement.  
Company's website: <http://devspain.com/>

**April 2011 - May 2011**  
Tripoli, Greece

Census enumerator for the Hellenic Statistical Authority during the Panhellenic Population Census, Tripoli, Greece

**September 2008 – February 2011**  
Tripoli, Greece

Barmaid, Bar "Nine", Tripoli, Greece

## Skills

	<b>Web Apps</b> <ul style="list-style-type: none"><li>▶ GLAMP stack <i>Back-end   GNU, Linux, Apache, MySQL, PHP</i> <i>Front-end   HTML5, CSS3, jQuery + various libraries</i></li><li>▶ MEAN stack <i>Back-end   CouchDB, Node.js</i> <i>Front-end   HTML5, Angular.js</i></li><li>▶ <i>meteor</i></li></ul>
<b>Development</b> <i>(What i currently use)</i>	<b>Games</b> <ul style="list-style-type: none"><li>▶ Unity3d / C# <i>Game development &amp; programming</i></li><li>▶ Substance Designer, Substance Painter <i>Texturing</i></li></ul>
	<b>Mobile &amp; Desktop</b> <ul style="list-style-type: none"><li>▶ <i>Back-end   Parse, meteor</i> <i>Front-end   Xamarin, meteor</i></li></ul>
<b>Other</b> <i>(Have used or know how it works)</i>	<ul style="list-style-type: none"><li>▶ C/C++ (plus QT Framework)</li><li>▶ Java</li><li>▶ GNU/Linux Scripting &amp; Tools</li><li>▶ Latex</li><li>▶ Adobe Photoshop</li></ul>
<b>Spoken Languages</b>	<ul style="list-style-type: none"><li>▶ Greek (native)</li><li>▶ English (advanced)</li><li>▶ Spanish (communication level)</li></ul>
<b>Arts</b>	<ul style="list-style-type: none"><li>▶ Piano</li><li>▶ Iaido</li></ul>

## Conferences attended

- **Workshop on Quantum Simulations**  
Universidad del Pais Vasco UPV/EHU, Bilbao, Spain, 22 – 25 October 2012
- **Complex Quantum Systems Summerschool**  
University of Vienna, Vienna, Austria, 22 – 26 September 2014

References available upon request