

Michail Karatzidis

Middle Software Developer

SUMMARY

A seasoned software engineer with extensive experience in developing, maintaining, and testing systems, particularly with the Open Source SONiC OS at Nokia. Proficient in a wide range of programming languages including Rust, C/C++, Python, TypeScript, Lua, and scripting with Bash. Demonstrated expertise in Linux kernel development, network protocols, containerization with Docker, and CI/CD pipelines using Gitlab. Contributed significant automation improvements through tools like Ansible, Prometheus, and Grafana. Additionally, has a background in service desk support with a focus on Azure and Active Directory, and demonstrates ongoing commitment to professional development as shown by their technical degree from Hive Helsinki, with a strong foundation in algorithms, network programming, and game development.

TECHNICAL SKILLS

Main Technical Skills	Expertise in C/C++ (4 yr.), Go (3 yr.), GitHub, Linux, Bash (4 yr.)
Programming Languages	Go (3 yr.), JavaScript, Python (3 yr.), x86 Assembly (3 yr.)
.NET Platform	Azure (3 yr.)
Mobile Frameworks and Libraries	LLDB
Data Analysis and Visualization Technologies	k-NN
Security	Wireshark
Cloud Platforms, Services & Computing	Azure (3 yr.)
Deployment, CI/CD & Administration	Active Directory, Ansible, CI/CD
Scripting and Command Line Interfaces	Bash (4 yr.), PowerShell
QA, Test Automation, Security	Debugging, Wireshark

Virtualization, Containers and Orchestration	Docker
Methodologies, Paradigms and Patterns	FDD, OOP
Third Party Tools / IDEs / SDK / Services	GDB, Office 365
Version Control	GitHub
Platforms	LCDP
Operating Systems	Linux, Windows
Project Management & Administration	Project Management
Mail / Network Protocols / Data transfer	tcpdump, TCP/IP
Other Technical Skills	Containers, eBPF, Unreal Engine

WORK EXPERIENCE

Software Developer, SONiC OS Development

Duration: January 2025 - ONGOING

Summary: Participation in the development and maintenance of an open source router/switch operating system, ensuring hardware-software integration, and creating automation and testing tools.

Responsibilities: Developing and debugging Linux Kernel modules, automating processes, managing traffic, and monitoring systems.

Technologies: Linux, Bash, Docker, Ansible, Gitlab CI/CD, Prometheus, Grafana, network protocols, Rust, C/C++, Python, Typescript, Lua

Service Desk Specialist, Azure System Integration

Duration: February 2020 - August 2023

Summary: Integration of a client's systems from the old exchange to new Azure systems, resolving AD issues, and improving administrative management through automated tools.

Responsibilities: Active Directory and Azure administrative management, solving critical issues and automating processes.

Technologies: Powershell, Azure, Python



PROJECTS:

--FT_IRC

Summary: Development of an IRC server to facilitate real-time messaging, join group channels, and exchange direct messages.

Responsibilities: Programming and implementation of IRC server features.

Technologies: C++

--Minishell

Summary: Creation of a Unix shell resembling bash, focusing on learning shell operations and behaviors.

Responsibilities: Coding a functional Unix shell from scratch.

Technologies: C

--MiniRT

Summary: Building a simple ray tracer to simulate realistic light interactions with virtual objects.

Responsibilities: Developing a ray tracer to generate graphics images.

Technologies: C

--Hexpansion

Duration: January 2024 - Current

Summary: Designing a 3D strategy game as part of a 10-week startup accelerator initiative.

Responsibilities: Game development using advanced graphics and gaming engine.

Technologies: Unreal Engine 5.3

EDUCATION

- **Hive Helsinki**
- Technical Degree in coding with a curriculum covering Algorithms, Network Programming, Game Development, Unix Development, Frontend Development, Backend Development.
- October 2022 - September 2024

