

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.)
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

