

# Christos Karamanos

## Summary

Information technology engineer with valuable experience in software development as a member of multinational companies.

## Working Experience

### **Senior Software Engineer at [IRi SA](#) (2015 - Today)**

Senior Software Engineer at IRi SA, as a member of the RGM team of the Techworks Department of ACE, that develops and supports the analytics solutions for US clients.

### **Senior Software Developer at [Aploon Ltd](#) (January 2015 – November 2015)**

Senior Software Developer at Aploon Ltd, as a member of the IT department with main activity the development and support of Aploon's web applications.

### **Software Engineer at [Velti SA](#) (2011 - 2015)**

Software Engineer at Veltis S.A., as a member of the Loyalty Department with main activity the development of the loyalty programs.

### **Consultant at [Vodafone Greece SA](#) (2008 - 2011)**

Consultant at Vodafone GR on behalf of Velti S.A., as a member of the Infotainment team of the Value Added Services Department.

### **Software Developer at [ABNConsulting](#) (2006)**

Software developer at ABNConsulting, which used to be a company that provided services on designing, developing and consulting on ERP systems.

### **Intern at [OASA](#) (2004)**

Participated in the two-month intern program of University of Piraeus on information technology as a member of the Telematics department of the public transportation organization OASA.

## Education

**PhD candidate in Digital Systems Department of University of Piraeus (2015 - Today)**

The research subject is “Augmented Reality Applications in Entertainment Environments” and the main goal of the research is the development of applications that will provide innovative techniques and results on the respective field.

**MSc in Digital Systems Department of University of Piraeus (2009 - 2013)**

The thesis subject was “Automating the implementation of games based on model-driven authoring environments” where the ‘WEMG’ (from Web Editor to Mobile Gaming) approach introduced that included the design and development of an authoring environment for a 3D mobile game.

**BSc in Technology Education and Digital Systems Department of University of Piraeus (2001 - 2006)**

The thesis subject was “Component Based Development” where a simulation of an online video store had been developed with the use of the J2EE technology.

## Publications

“Automating the implementation of games based on model-driven authoring environments” has been published by [Springer Publications](#) in 2012.

## Languages

English – Michigan Certificate of Proficiency in English