

MICHAIL TAMVAKERAS

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PROFESSIONAL SUMMARY

Versatile Computer Scientist and Software Engineer holding Master's degrees, with over 15 years of experience delivering industrial software, real-time control applications, and Computer Science education. Especially skilled in C++ and Python, with proven domain expertise spanning commercial software development for Greek and German companies, alongside R&D experience in autonomous systems, robotics frameworks, and simulation environments (ROS 1, ROS 2, PX4, Gazebo) developed through Master's research. Seeking an R&D Software Developer role (remote or hybrid) to contribute to an innovative team and leverage deep technical knowledge to help drive progress in unmanned autonomous and remote-controlled platforms.

PROFESSIONAL SKILLS

- UAV | Robotics Frameworks: ROS, PX4 Autopilot, Gazebo Simulation
- Computer Vision | AI: OpenCV, PyTorch
- Design: SolidWorks
- Programming Languages: C/C++, Python, C#, Assembly
- Embedded | OS: Microcontrollers (Arduino, Microchip), Linux, Windows
- Development Tools: Docker, Git, Visual Studio
- Computer Graphics: Unity, OpenGL, Virtual Reality (VR) Development
- Web Development: PostgreSQL, MySQL, HTML/CSS, JavaScript, PHP
- Languages: German (C2), English (C2), Greek (Native)

PROFESSIONAL EXPERIENCE

Computer Science Educator (Primary, Secondary and Vocational Education) 10/2021 - Present

Greek Ministry of Education | Veria / Kozani, Greece

Teaching Subjects:

- Introduction to computational thinking
- Principles of software development and Python
- Introduction to web technologies
- Educational Robotics and STEM

Software Engineer 03/2020 - 10/2020

Municipal Water Supply and Sewerage Company (DEYAK) | Kozani, Greece

Fixed-term Contract With The State

- Utilizing ArcGIS, to plan the water supply and district heating of the city and villages in the region
- Statistical analysis of the water quality and costs using Python
- Embedded software development in C++ for water collection devices

Online Mentor and VR Software Developer

08/2017 - 12/2019

Udacity | Remote

Virtual Reality Nanodegree Program

- Guided international students through VR development workflows, helping them master the Unity Game Engine, tools, and frameworks
- Conducted code reviews and demonstrated best practices for structuring, modularizing, and documenting high-performance C# code in Unity and VR environments

Responsible Telecommunication Engineer

01/2009 - 07/2017

Vodafone Group | Western Macedonia / Remote, Greece

(Former: Cyta Hellas Telecommunications)

- Accountable for providing technical support for telecommunication and networking systems to both individual customers and corporate entities
- Engagement in a collaborative partnership with Telecom (formerly known as COSMOTE)

Software Developer

12/2006 - 12/2007

Compucon S.A. Leading Technologies | Thessaloniki, Greece

- Software development in C++ for embroidery device systems with Graphical User Interfaces
- Managing the enhancement and ongoing maintenance of pre-existing software packages and libraries, while also specializing in the creation of operator-friendly user interfaces utilizing the MFC library

Software Developer

12/2005 - 08/2006

GENIALES Telekommunikation GbR | Hildesheim, Germany

- Development of client-server applications in Java, integrating seamless database connectivity, to enhance customer support functionality
- Documented system configurations, processes, and troubleshooting, contributing to an organized and efficient knowledge base

Hard- and Software Developer

02/2003 - 12/2004

Rudolph Logic Systems GmbH | Sarstedt, Germany

- Designing and implementing test simulation systems for electronic speed and elevator controls using C++, to enhance the quality assurance processes
- Development of embedded software for Microchip microprocessors using Assembly

Power Electronics Technician and Industrial Mechanic

08/1992 - 12/1997

Pelikan PBS-Production | Hannover, Germany

- Combined theoretical classroom education with paid, hands-on industrial training.
- Designed, built, and constructed custom electronic and mechanical devices and production facility equipment through hands-on industrial workshop prototyping.

EDUCATION	MSc in Unmanned Autonomous and Remote Controlled Systems Department of Industrial Design and Production Engineering University of West Attica <i>Thesis: UAS Design and Simulation for Semantic Mapping and Human Detection using Computer Vision</i>	2024 - 2026
	Annual Pedagogical Training Program (EPPAIK) Department of Pedagogy and Technological Education Higher Technological Educational Institute Kozani <i>Final Examination: Utilizing the Python Programming Language to teach Robotics</i>	2020 - 2021
	MSc in Intelligent Information Systems (MIIS) Department of Information and Communication Systems University of the Aegean <i>Thesis: Emotion Recognition from Images using Deep Learning</i>	2017 - 2019
	BSc in Computer Science Department of Computer Science Hellenic Open University (part-time Study with full-time work in parallel) <i>Thesis: Control of Virtual Objects by the User in Virtual Environments</i>	2010 - 2016
	State-Certified Electrical Engineer with a Specialization in Data Processing Technical College of Hannover Hannover, Germany <i>Final Project: Remote Measurement Data Acquisition over the Intranet</i>	2001 - 2002
	Industrial Power Electronics Technician Pelikan PBS-Produktion Hannover, Germany (Transitioned from Industrial Mechanic to specialized Power Electronics Technician in 1993) <i>Hands-On Practical Examination: Assembly and wiring of electronic control racks for manufacturing equipment</i>	1992 - 1997
MILITARY	Hellenic Army Armored Corps Armored Forces Training Center Avlonas / Greece	1997 - 1998
COURSES & SEMINARS	On-Site • Software Development for Microchip PIC18F452 Microcontrollers in MPLAB Microchip, Dortmund/Germany • SMD Soldering Techniques Siemens, Leipzig/Germany	
	Online • Fundamentals of Computer Vision & Image Processing OpenCV University • Robotics Software Engineer Udacity • Virtual Reality Developer Udacity	