Nikitas Liogkas

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Summary

Software engineer with a Ph.D. in Computer Science and extensive project experience looking for a full-time position that involves working on challenging problems in financial software systems.

Education

University of California, Los Angeles, Los Angeles, CA

Ph.D., Computer Science, June 2008, GPA: 3.94 / 4.0

Ph.D. Thesis: Contribution Incentives for Hybrid Peer-to-Peer Systems.
Worked with C++, Python, JavaScript, PHP, databases, and Firefox extensions.

Georgia Institute of Technology, Atlanta, GA

M.S., Computer Science, May 2003, GPA: 3.78 / 4.0

Masters Project: Re-designed and refactored a distributed software system utilizing electronic whiteboards (~9,000 lines of Java code, using IBM's TSpaces distributed database).

Aristotle University, Thessaloniki, Greece

Diploma of Engineering, Electrical and Computer Engineering, November 1999, GPA: 8.22 / 10.0

Diploma Thesis: Developed a GUI tool for creating complex 3D scenes from individual VRML models (~2,500 lines of Visual C++ code, using MFC and the OpenGL Optimizer 3D graphics library).

Computing Skills

Programming Languages: C, C++, Java, C#, JavaScript, Python, PHP, Perl, ML, Pascal, Prolog, Fortran

Software Design: OO analysis & design, design patterns, UML, GUI design principles, agile and open-source development (OpenUP), test-driven development

Development Tools: Emacs, Eclipse, Visual Studio, Komodo Edit, CVS, Subversion (SVN), JIRA, make/gcc/gdb, MagicDraw

Libraries/frameworks: .NET and Java standard libraries, Java Swing, BSD sockets, Pthreads

Web Development: HTML, AJAX, XML, JSON, CSS, XUL, RDF, Mozilla XPCOM and XULRunner, Firefox extensions, IE add-ons (BHO)

Operating Systems: Linux (Fedora, Ubuntu), Mac OS X, Windows (XP, Vista), Sun Solaris, BeOS

Misc: sockets programming (TCP/UDP), multithreading, databases (MySQL, SQLite), Bash scripting, 3D graphics (OpenGL), Content Management Systems (Alfresco)

Honors and Awards

Award for excellence by Chorafas Foundation, September 2007

Usenix Student Stipend for the NSDI conference, May 2006

Usenix Student Stipend for the Annual Technical Conference, April 2005

Award for excellence by Gerondelis Foundation, June 2004

Graduate fellowship awarded by Lilian Voudouri Foundation, July 2001

Distinction for graduation awarded by the Technical Chamber of Greece (top 1% of all students in the Electrical and Computer Engineering department), November 1999

Distinction for undergraduate studies awarded by the Greek State Scholarship Foundation (top 5 students in the year), 1994-1995 and 1997-1998

Work Experience

World Evolved Services — **System Analyst**
New York City, NY — June - December 2008

- Was in charge of requirements and design for projects at startup company in stealth mode.
- Supervised a software engineer. Participated in recruiting and code reviews.
- Technologies used: Java, Spring Framework, MySQL, Hibernate, Tomcat, UML (MagicDraw)

Microsoft Research — **Research Intern**
Redmond, WA — June - September 2006

- Was lead developer in a team of 3 working on collaborative techniques for diagnosis of Web browsing failures. Interacted with external product teams and drove system architecture and design.
- Programmed in C# on Internet Explorer 7 and the .NET framework.

Johns Hopkins University – Center for Talented Youth (CTY)
Instructor for the "Introduction to Computer Programming" course
Easton, PA, and Kaneohe, HI — summers of 2004 and 2005

- Prepared and taught lectures on C programming to gifted young students (13-16 years old). Presented coding examples and taught problem solving skills.
- Successfully worked within a 35-person instructional team to create a rich learning environment.

Project Experience

Cloudfarm, UCLA
Designed and implemented a peer-to-peer storage system for Web applications.
Worked with JavaScript, PHP, MySQL/SQLite, and Firefox extensions (XPCOM).

WebProfiler, Microsoft Research Redmond
Designed and implemented a distributed system for more accurate diagnosis of Web browsing failures based on sharing data across machines.
Lead developer in a team of 3 working with C# on Internet Explorer 7 and the .NET framework.

Hauberk, UCLA
Investigated the robustness and contribution incentives of unstructured peer-to-peer protocols. Evaluated the core properties of the BitTorrent content distribution protocol, and examined its behavior against free-riding exploits.
Led design and development in a team of 3 working with C++, Python, and the PlanetLab platform.

Browser Support for Webpage Revisitation, UCLA – https://addons.mozilla.org/firefox/2300
Designed and implemented the *Autocomplete Manager*, an open-source Mozilla Firefox extension that facilitates the revisitation of webpages by enhancing the browser's address Autocomplete component (~3,000 lines of JavaScript and XUL code, *more than 160,000 downloads* on Mozilla Add-ons).

Scheduling Mechanisms in Component Systems, UCLA
Developed adaptive techniques for scheduling tasks in a component software system.
Designed and implemented them in C++ at the Linux kernel level for Click, a modular software router.

VRML 3D Scene Authoring, Aristotle University
Developed a GUI tool for creating complex 3D scenes from individual VRML models.
Worked with Visual C++, Microsoft MFC and the OpenGL Optimizer 3D graphics library.