Kourkoutas Dimitrios

FULL STACK SOFTWARE ENGINEER

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Summary

I am a software engineer, passionate about creating modern applications and automating business tasks with innovative software solutions. From database design to UI/UX and API development, I transform ideas into scalable and easy to maintain, production-ready software.

Experience

Freelance Software Developer
Gefsi Lamia
July 2023 – November 2023

- Developed Python/MySQL software replacing handwritten sales records with a QR-scan workflow to improve productivity and eliminate manual input errors in the fast-paced restaurant industry.
- Built custom UI (PyGUI) and dashboards for daily and aggregated financial reports.
- Stack: Python, PyGUI, MySQL

Freelance Full-Stack Developer
Photo Michalopoulos
September 2024 – March 2025

- Developed a job-scheduling and employee management web application for a photography agency. Featuring per-job task tracking, file uploads, and financial reporting.
- Integration with Google Calendar for event automation.
- Designed and developed a responsive portfolio website for the client. photomichalopoulos.gr
- Stack: HTML/CSS/JS/Node.js/Express/MySQL.

Full-Stack Developer
Personal Project
Aug 2025 – Present

- Developing a reseller-to-reseller community-based SaaS platform for real-estate brokers to expand their product pool, reduce market-to-sale time and boost total sales.
- Mono-repo fully modular design following the router – controller – service –repository pattern for easy maintenance, testing and scaling.
- Implemented: Custom user-friendly multi-step product upload forms, Passport.js authentication/authorization system with Valkey-backed session storage, friend-based user association system and RBAC subscription tiers.
- Stack: MySQL, Express, React, Node

Education

University of Thessaly
Department of Informatics and Telecommunications

2025 (GPA 8.01/10)

Skills

Languages
Java, JavaScript, C/C++, Python

Frameworks & *Libraries*
React, Node.js, Express, PyGUI

Databases
MySQL, PostgreSQL, Redis/Valkey, MongoDB

Tools & Practices
Git, REST API, JSON, Web Hooks, Web Sockets, Postman, Software Testing, RDBMS Design, UI/UX Design, AI assisted coding pipelines.

Design
Adobe Photoshop, Adobe Illustrator, 3D Modeling, CAD, Visual Scripting

Soft Skills
Problem-Solving, Critical Thinking, Team player/Collaboration, Adaptability, Time Management

Additional Projects

Bachelor Thesis

University of Thessaly Department of Informatics and Telecommunications

Sep 2023 – Sep 2024

- Thesis title "Employing Artificial Intelligence Tools in Game Development and Use of Unreal Engine as a Deep Reinforcement Learning Simulation Environment"
- In depth research on how generative and behavioral AI can be used to build simulation environments in Unreal Engine 5
- Generated all game assets (3D models, textures, sound, music) with AI and trained a custom agent using the PPO deep reinforcement learning algorithm.
- Developed a working game prototype (rolling-ball action shooter) to test and evaluate the training process.
- Built a real-time training pipeline: game state was streamed frame-by-frame from Unreal with web sockets to a Python neural network, which predicted actions and sent them back as input to the game (simulated controller).
- Report written in LaTeX (MiKTeX) and results documented with PyTorch graphical interface.
- https://drive.google.com/file/d/1U7mIyjvWSE8vu4VIHo0Rxamm9oQUcFHb/view?usp=sharing

Freelance Front-End Developer

Chef for Crews · chefforcrews.nl

May 2026

- Built portfolio Website for a Netherlands based chef.
- Following client's requirements and aesthetic choices to design a portfolio website.
- The goal was to be simple user-friendly minimal UI with fast loading times but to maintain the feeling of high-end refined site to the end user.
- Designed a logo for the company from scratch to assist with further marketing campaigns
- Stack: HTML, CSS, JavaScript

Front-End Developer Personal Project

VS Code–style Portfolio · dimitriskourkoutas.gr

Oct 2026

- Personal portfolio designed as an interactive VS Code editor.
- Fully responsive layout using only relative units, cross-browser support.
- Draggable editor tabs, collapsible file explorer and a status bar that follows the active file.
- Interactive terminal with commands.
- Built-in PDF viewer for the CV, hidden DOOM (1993) easter egg running in WebAssembly via js-dos.
- SEO and deployment: Open Graph previews, JSON-LD structured data, sitemap, and Git-based deployment to cPanel with an Apache .htaccess for HTTPS, caching and security headers.
- Stack: HTML, CSS, JavaScript