



KONSTANTINOS PAPAANDREA

Junior Software Developer

SUMMARY

Junior Software Developer with hands-on experience in full-stack development, databases, AI/ML, algorithms, and game development. I have strengthened my skills through academic work, personal projects, hackathons, competitive programming, and real-world client projects. I am eager to begin my professional career in software development, contribute to meaningful projects, and continue growing as a full-stack and game-focused developer.

EXPERIENCE

Information Technology Intern, CYTA, Paphos

Jun 2025 - Aug 2025

- Supported field operations in real telecommunications network environments.
- Assisted with inspection, replacement, and maintenance of network cables to support stable connectivity between nodes and servers.
- Worked with Digital Subscriber Line Access Multiplexers (DSLAMs), gaining practical experience with broadband infrastructure.
- Used Nemo measurement tools to assess antenna performance and support improvements in mobile network coverage.
- Assisted with inventory updates, equipment checks, technical documentation, and safety-focused field work alongside engineers and technicians.

IT Assistant, Constantinou Bros Hotels, Kato Paphos

Jun 2023 - Aug 2023

- Assisted with server maintenance and basic server room conditioning/cooling checks.
- Maintained and monitored the hotel network infrastructure.
- Provided troubleshooting support for staff computers, electronic devices, and hotel IT equipment.
- Helped keep technical equipment functional for daily hotel operations.

SELECTED PROJECTS

- Build My PC: Developing a PC-building recommendation platform focused on component compatibility, budget-based suggestions, and user-friendly build selection.
- Motion2Music: Final-year project exploring motion-driven music generation using movement feature extraction, rhythm analysis, and AI music generation.
- Portfolio / Client Work: Built personal and client-based web projects that demonstrate practical software development, problem-solving, and technical documentation.

EDUCATION

BSc in Computer Science, University of Cyprus, Nicosia

Sep 2022 - Jun 2026

- Gained foundations in software development, databases, computer networks, algorithms, operating systems, graphics, web development, data science, parallel computing, and system analysis.
- Applied programming and problem-solving skills through university assignments, team projects, and independent software projects.

ACHIEVEMENTS

International Collegiate Programming Contest (ICPC)

- Qualified for the ICPC European Regional/National stage and achieved a competitive ranking.

Hackathon Participation

- Participated in hackathons, applying teamwork, rapid prototyping, technical problem-solving, and presentation skills under time pressure.

DETAILS

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TECHNICAL SKILLS

- Java, C++, C#
- HTML, CSS, JavaScript, Web Development
- Databases / SQL
- Object-Oriented Programming
- Algorithms and Data Structures
- AI / Machine Learning basics
- Unity / Game Development
- Git / Version Control
- Unit Testing and Code Review
- Problem Solving
- Office 365 and Presentations

LANGUAGES

- Greek - Native
- English - Very Good