

KONSTANTINOS GOURIDIS

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PROFESSIONAL SUMMARY

Applied Informatics student at the University of Macedonia specializing in Software Engineering, IoT Systems, and Computer Vision. Hands-on experience in building full-stack web applications, microcontroller programming (ESP32/Arduino), and edge ML pipelines. Proven track record of delivering user-facing applications and communicating technical concepts through robotics instruction and competitive athletics.

EDUCATION

BSc in Applied Informatics (Computer Science)

University of Macedonia, Greece

Expected Graduation: 2029

Current GPA: 8.5 / 10 (All 1st year subjects passed)

- Relevant Coursework:** Object-Oriented Programming (C), Databases (Relational/SQL Architecture), Computer Architecture, Linear Algebra.

TECHNICAL SKILLS

- IoT & Embedded Systems:** ESP32, Arduino Microcontrollers, Sensors Integration, Hardware-to-Cloud Interfacing
- Programming Languages:** Python, C, C# (OOP Fundamentals), JavaScript / TypeScript
- Backend, Web & APIs:** Web Application Development, REST APIs, MQTT Concepts, Relational Databases (SQL)
- Computer Vision & Tools:** OpenCV, YOLO, Git, GitHub, VS Code, Linux

PROJECTS

ipperform.fit — Web Application

2025

- Developed and deployed a web application currently used by **50 players** and **5 coaches** for automating RPE (Rating of Perceived Exertion) tracking and match recording.
- Engineered player dashboards for logging performance data and wellness metrics, enabling coaches to monitor training loads and optimize player development through personalized insights.

Noematica — Real-Time ML Integration

02/2026

- Developed an MVP for real-time Sign Language-to-Text translation; optimized system logic and edge input validation, securing **1st place (€2,000 prize)** at the 7th CapsuleT Conference.

Football Video Analysis — Computer Vision

07/2026

- Built an automated Computer Vision processing pipeline using Python, OpenCV, and YOLO to detect, track, and classify movement metrics from video feeds.

IoT & Hardware Projects (ESP32 / Arduino)

Personal Projects

- Designed and prototyped embedded applications using ESP32 and Arduino microcontrollers, integrating digital/analog sensors and managing hardware-level data processing.

EXPERIENCE

Robotics Instructor

07/2026 – Present

Poukamisas Educational Group

- Teaching STEM, basic programming, and robotics principles to students, translating complex technical logic into accessible educational modules.
- Developing presentation and leadership skills in a high-demand educational environment.

Professional & Semi-Professional Athlete

2016 – Present

PAOK FC, Panserraikos FC, Makedonikos FC

- Demonstrated exceptional discipline, resilience, and high-level teamwork under competitive pressure.

ACTIVITIES & AWARDS

- Lab Member:** Iseb Lab at University of Macedonia (2025 – Present)
- 1st Place Winner:** 7th CapsuleT Conference (Federation of Hellenic Tourism Industries) for project "Noematica" (€2,000 award)
- Tech Event Volunteer:** TechStars Startup Weekend Volunteer focusing on IT support and logistics (2025)