



## Pavlos Orfanidis

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### EDUCATION AND TRAINING

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#### Computer Science Engineer

**University Of Ioannina** [ 01/09/2017 – Current ]

City: Ioannina

Country: Greece

Website: <https://www.cs.uoi.gr>

**Field(s) of study:** Information and Communication Technologies: *Software and applications development and analysis , Computer use , Database and network design and administration , Information and Communication Technologies (ICTs) not further defined*

### WORK EXPERIENCE

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#### Web application developer

**Democritus University of Thrace** [ 05/03/2020 – 31/08/2020 ]

City: Xanthi

Country: Greece

Website: <https://duth.gr>

**Name of unit or department:** COMPUTER SYSTEMS ENGINEERS - **Business or sector:** Administrative and support service activities

**Link:** <https://github.com/porfanid/Teach>

Website construction to make applying for a public project called Acquisition of Academic Teaching Experience (Απόκτηση Ακαδημαϊκής Διδακτικής Εμπειρίας) easier and online.

Up until the time I finished this project, people had to go to the secretary and register there. That was quite troublesome, as some of them could be living abroad. By making this project, I made the procedure easier for them, as I automated the process of the grading, and the secretary verification.

I also added the option to send an automatic email to the candidates, based on whether they had been accepted or not, plus an admin option to call them, if that was necessary.

The project is available on my github account: <https://github.com/porfanid/Teach>

### LANGUAGE SKILLS

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Mother tongue(s): **Greek**

## Other language(s):

English

LISTENING C2 READING C2 WRITING C2

SPOKEN PRODUCTION C2 SPOKEN INTERACTION C2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

## DIGITAL SKILLS

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Google Drive / javascript / Social Media

### Programming

HTML / C / programming / Angular / React.js / JSON / Java / MySQL / C# / Git / JavaScript / C+  
+ / Python / SQL / PHP / Node.js / Git (Github / Gitlab) / CSS

## CREATIVE WORKS

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### NASA Daidalus

[ 16/08/2023 – 17/08/2023 ]

I worked on a NASA project called Daidalus (Detect and Avoid Alerting Logic for Unmanned Systems) which is a software library that implements a configurable detect and avoid (DAA) concept intended to support the integration of Unmanned Aircraft Systems into civil airspace.

What I did is write templates for feature requests, bug report and documentation improvement. The templates are now available in the official NASA repository at <https://github.com/nasa/daidalus>

Also, I wrote GitHub workflows for test automation so that when someone wants to create a pull request, the checks should pass (They have not merged that yet).

Links: <https://github.com/porfanid/daidalus> | <https://github.com/nasa/daidalus>

### Google MUG

[ 08/09/2023 – 11/09/2023 ]

MUG is a small Java 8 utility library, complementary to Guava (BiStream, Substring, MoreStreams, Parallelizer). What I did was fix some errors regarding the return types of some methods.

To be more specific, I discovered, upon searching the project that several methods returned an object of a type that required a type parameter (specified at the method signature) that was not specified at the return object. That meant that the return object was not formed properly. What I did is fix the way the method is being called and specified the required type.

Link: <https://github.com/google/mug/pull/37>

### TurnIn

[ 12/05/2020 – 14/07/2023 ]

In my university, the students hand in their homework by using the command turnin in a computer terminal at the pc labs. They can do that from home, but the process is not that simple. They have to:

1. connect to a gateway server
2. run the command `rupt` to get a list of all the servers that are now available to the network
3. ssh to one of these
4. upload their files to the gateway server
5. run the turnin command

What I did is create a python script that creates a gui and does this steps without the student having to remember all that process. By doing that, I can make sure that the process of turning in assignments is easy enough for anyone to do.

I started this project because I had heard that many students were failing their assignments because they didn't know how to turn their assignments in and the professors refused to turn them in using an email.

Link: <https://github.com/porfanid/TurnIn>

## **QuestMatch**

[ 20/07/2023 – Current ]

QuestMatch is an open source application that can be used to find a group to play a role-playing game called D&D(Dungeons and Dragons).

It is beng used as a community for all those members so that they can meet with each other and play this game either online or meet and play at their neighborhood(for example)

In this app, anyone can contribute, as I want everyone to make a contribution so that we can make sure that there will be a community supporting this project.

Link: <https://github.com/porfanid/questMatch>

## **HOBBIES AND INTERESTS**

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### **Diving**

I enjoy diving and have an open water diver license. Using a gopro camera, I enjoy taking photos from under the water.

Link: [https://www.instagram.com/p/CuHwcP7Nx4f/?img\\_index=1](https://www.instagram.com/p/CuHwcP7Nx4f/?img_index=1)

## **NETWORKS AND MEMBERSHIPS**

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### **Boy Scout**

[ Greece, 24/09/2023 – Current ]

During my time in the Boy Scouts in Greece, I had the opportunity to engage in a variety of enriching activities. Hiking became a passion as I explored the beautiful Greek landscapes, honing my outdoor skills and fostering a deep appreciation for nature. I also delved into the art of knot tying, mastering essential knots for various purposes, from securing tents during camping trips to ensuring safety while participating in outdoor adventures. These experiences not only equipped me with practical outdoor skills but also instilled in me a strong sense of teamwork, self-reliance, and problem-solving. My journey in the Greek Boy Scouts was not just about acquiring skills but also about personal growth, camaraderie, and a commitment to community service.