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I'm an experienced software developer, best described as a product engineer: Taking an idea from its concept through design, implementation, up to to releasing and maintaining it. I work closely with back-end, design, and organisational resources, with an obsessive focus on agility, maintainability, and a great user experience.

TIMELINE

2014
UK Startups
& Indie Apps

2007
App Maker

2003
Embedded
systems

2001
.com web
work

1996
Network, Office
& databases

1993
Student

1986
Hobbyist

Stable Diffusion
SwiftUI
SPI Touchscreens
ESP-8266/ESP-32
Vapor / Server-Side Swift
Catalyst on macOS
Apple TV
Apple Watch
Swift 1 - 5
AppKit on macOS
Rails & Sinatra
Python & Ruby
JSON
Objective-C and iOS
Win32 C/C++
LON
Sharepoint
Debian & Ubuntu Linux
.NET C# & VB
Modbus & PLCs
Ncurses
PostgresSQL
JavaME & Midlets
FreeBSD
Windows XP
Flash / ActionScript
IIS
MS-SQL
Perl
HTML/CSS/XML
Javascript
Mandrake Linux
MySQL
PHP
ASP
Windows 2000
HTML
Squid
Samba
Sendmail
SuSE Linux
JavaSE
Windows 95
TCL/TK
RedHat Linux
TCP/IP
SVGLib & SDL
MS Exchange
NT Server / SBE
Slackware Linux
GNU C/C++
Yggdrasil Linux
Windows NT
MS Access & VBscript
MS Quick C
Turbo Pascal
Windows 3.x
MS-DOS
Sam BASIC
Sinclair BASIC

COMMERCIAL

MY APPS & GAMES

iOS and macOS



Peanut
Architecture
Implementation



Deliveroo
Implementation



Deliveroo Rider
Architecture
Implementation



Zoe
Bootstrap



Adzuna
Architecture
Implementation



HouseTrip
API Design
Architecture
Implementation



HT Hosts
API Design
Architecture
Implementation



NETROBE
Architecture
Implementation



iMoney
API Design
Architecture
Implementation



Healios UK
UX Design
Architecture
Implementation



Fweeb!
Architecture
Implementation



Plaisio
UX Design
API Design
Architecture
Implementation



P. Thema
Architecture
Implementation



XE Greece
UX Design
Architecture
Implementation



e-Food
UX Design
API Design
Architecture
Implementation



Sport.Gr
Architecture
Implementation



CheapIs
Architecture
Implementation



SoBy
Architecture
Implementation



Agronews
Architecture
Implementation



Trailer



Ooooo



Gladys



Mima



Pebble Command



Mode 3



DAK



Ecosystem

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<http://bru.build>

RECENT EMPLOYMENT

- Peanut** Joined shortly after the company's founding, led the engineering of the Peanut iOS app for its first 5 years.
July 2018 - September 2023
Remote
- Deliveroo** Part of the team that bootstrapped the iOS app and led the long-term development of the iOS rider delivery app and related technologies.
Jan 2014 - July 2018
Remote
- Indie & Contracting** Embedded and marine-related projects, desktop apps, and a strong focus on iOS apps after 2010, with many apps currently in the App Store.
Sep 2006 - Present
Remote
- HouseTrip** Implementing HouseTrip's iOS apps, including the property-management and search & book apps
Feb 2013 - Nov 2014
London, UK
- IXOR** Embedded systems, ranging from energy meters to seismographs, culminating with building management automation systems.
Sep 2002 - Aug 2006
Athens, Greece

EDUCATION

- MSc Networks & Communications** Westminster University
1997-1998
- BSc Computer Science** Queen Mary University
1993-1996
- High School** American Community School of Athens
1991-1993
- Middle School** Hellenic College of London
1988-1991

EARLIER EMPLOYMENT

- Army Service** Quartermaster, maintaining unit food & supplies, purchasing, logistics and finances.
Apr 2001 - Aug 2002
Greece
- Internet Q** Lead developer, mostly focused on .com e-commerce websites, especially stock-market trading sites.
Oct 1999 - Mar 2001
Athens, Greece
- NBG International** On-site IT support, built and maintained intranet including gateway, proxy, and mail server.
Feb 1999 - Sep 1999
London, UK
- KT Computers** Starting from sales, eventually building and administering the customer team's order & support tracking app.
Oct 1997 - Jan 1999
London, UK
- Theseus UK** Customer representative, order tracking and office computer support.
Sep 1996 - Sep 1997
London, UK
- ICL Greece** Building a simple Visual Basic / MS Access database integration app.
Summer of 1993
Athens, Greece

DESKTOP & EMBEDDED WORK

- Maestro** Essentially marine black-box recording (and playback) of bridge instrument and audiovisual data, strictly adhering to international specifications and subject to official testing. Eventually added a server-client system to manage entire fleet recording.
- Marine Equipment** Various smaller projects based on embedded micro controller work, converting and managing physical world GPIO interfaces based on bridge system data.
- ReFaMo** "Render Farm Monitor" monitors the performance of a cluster of Windows systems in an intuitive way, and allows remote management and administration.
- Ecosystem** A complete Building/Home automation solution with impressive scalability as well as remote access and administration designed from the start for touch interfaces. A big distinguishing feature being the electrical subsystem vendor neutrality.
- Seismography** Software for extremely resource-limited solar-powered seismographer devices, locally recording sensor signals and phoning them home (when possible) via GSM modems.