

Ioannis Doulkeridis

Integration Engineer

Employment History

Integration Engineer at Deloitte, Thessaloniki

October 2023 — Present

- Manage complex data integrations using Mulesoft, handling CRM, OMS, ESP, PIM, and various third-party services to ensure seamless operations across multiple systems.
- Implement and adhere to Agile methodologies, participating in daily stand-ups, sprint reviews, and retrospective meetings, while ensuring continuous integration and delivery.
- Use Jenkins for continuous integration and deployment (CI/CD) pipelines, ensuring efficient build and release processes.
 Manage version control and code review processes using Sourcetree, maintaining high code quality and collaboration standards.
- Designing, developing, and managing APIs (REST, SOAP, etc.) to support integration requirements.
- Participate in the Application Maintenance (AM) team to maintain, optimize, and extend existing applications and workflows.
- Contribute to the development and expansion of code and integration flows, ensuring scalability and performance.
- Collaborate closely with cross-functional teams to identify integration requirements and deliver scalable solutions.
- Provide technical support and troubleshooting for integration-related issues, ensuring minimal disruption to business operations.
- Identify opportunities for process improvements and automation to enhance operational efficiency.

Sales Consultant at Dell Exclusive Store, Thessaloniki

June 2023 — October 2023

• Sales Consultant at Dell Exclusive Store, responsible for providing excellent customer service and achieving sales targets.

Promotion Specialist at MSPS, Thessaloniki

February 2020 — June 2023

• Inform consumers about HP products, provide a description of their features, and explain their use to increase sales.

Details

Peloponissou 18, Thessaloniki, 55438, Greece, 6986876847 jdoulke@gmail.com

Nationality

Greek

Driving license

В

Links

Doulkeridis.com LinkedIn GitHub

Skills

Fast Learner

SQL

Critical Thinking

Data Structures and Algorithm:

Java

Ability to Work in a Team

Languages

Greek

English

Education

Department of Information and Electronic Engineering, International Hellenic University, Thessaloniki

September 2019 — Present

III Projects

Shop Management Software (Android)

February 2023 — June 2023

- Developed a comprehensive store management application for Android in Java, utilizing Room API for efficient local data management (customers, products, orders).
- Utilized Firestore, a NoSQL cloud database, for efficient storage and realtime management of sales data. Implemented full CRUD functionality within Firestore for sales data, allowing seamless data modification and deletion when necessary.
- Designed with a clean and intuitive user interface, enhancing the overall shop management experience.
- Implemented responsive layout adjustments for seamless user experience during device orientation changes.
- Introduced a notification system to alert users about low or depleted product stocks, streamlining inventory maintenance and customer satisfaction.

Plugins for Minecraft Servers

May 2022 — Present

- I developed custom plugins for Minecraft Servers using Spigot API in Java, designed to enhance the gameplay experience for users.
- Plugins included features such as custom commands, game modes, RPG elements, and tools that allow server administrators to manage worlds and players more effectively.
- My plugins have been downloaded and used by thousands of Minecraft players and server administrators worldwide.

Shop Management Software (PC)

February 2022 — June 2022

- I collaborated with a fellow student to develop a custom GUI shop management software in Java Swing as part of the Human Machine Interaction course.
- Features include adding or removing products, tracking inventory, and generating sales reports.
- Our course instructor well-received our project and is available on GitHub, complete with a comprehensive manual in Greek on GitHub's Wiki section.