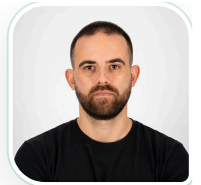


Nick Kouvalias

Senior Full-Stack Engineer / DevOps

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SUMMARY

Senior full-stack engineer / DevOps with eight years building production systems: telecom platforms, low-latency WebRTC products, Laravel/Flutter marketplaces, and industrial computer vision. Works across backend services, React/TypeScript, cloud delivery, CI/CD, and production operations. Moving back to Athens after several years in Sweden; EU citizen, fluent in English and Greek, and comfortable joining client-facing delivery teams.

HOW I WORK

- Small, reviewable iterations with clear acceptance criteria and measurable outcomes.
- Production habits: useful observability, incident response, and blameless postmortems.
- Clear written updates, concise meetings, and technical notes people can follow later.
- Tool choices based on the team and problem, not on one favorite framework.

SKILLS

Languages

Java · Go · C# · JavaScript · TypeScript · Python · Rust · SQL · Bash

Data & integration

Kafka · Elasticsearch · Redis · BigQuery

Web / product

React · REST APIs · Laravel / PHP · Flutter APIs

Quality & security

OWASP ZAP · Trivy · Keycloak · security assessments

Cloud & platforms

AWS · GCP · Azure · Docker · Kubernetes · Helm · Terraform · Nomad

Ops & delivery

Prometheus · Grafana · GitHub Actions · Jenkins · Git

EMPLOYMENT EXPERIENCE

Senior Full-Stack Software Engineer - Onmo Sweden AB, Gothenburg, Sweden (remote)

March 2023 - February 2025

- Built and operated a low-latency cloud gaming and playable-ads platform: backend services, React and TypeScript frontends, and streaming infrastructure.
- Scaled the platform from no live traffic to roughly **1,000 concurrent users** across regions; server choice used WebRTC metrics, not only geography.
- WebRTC and media:** Worked in libwebrtc / Goldfish bridge paths, including C++ and codec-level optimizations, to reduce latency and improve stream startup.
- Delivery:** Built the CI/CD and DevOps flow from scratch; releases moved from a manual day-long process every two weeks to weekly one-button deployments taking about **10-15 minutes** with tests and rollback paths.
- Hybrid cloud:** AWS for emulator/game workloads plus on-prem servers; Terraform, Nomad, Docker, Prometheus, Rust observability, and BigQuery/ETL for streaming data.
- On-call:** Production incidents for real-time traffic; debugging latency, jitter, emulator launch times, routing, and burst scaling.
- Security:** OWASP ZAP and related testing; authored a formal security assessment for enterprise datacenter requirements (Vodafone India engagement).

Stack: WebRTC, C++, Rust, Node.js, React, TypeScript, AWS, Terraform, Nomad, Docker, Prometheus, BigQuery, AOSP/Goldfish, Coturn, OWASP ZAP.

Software Developer | Cloud Developer | DevOps Engineer - Ericsson, Karlskrona, Sweden (hybrid)

June 2019 - March 2023

- Cloud-native development for a large telecommunications platform.
- Portable delivery:** BAM deployments using CSAR packages aligned with TOSCA across multiple cloud targets.
- Kubernetes migration:** Moved workloads from legacy Java VM style services toward Go microservices; Helm-based operations.
- Streaming and search:** Kafka-based APIs; Elasticsearch in operational paths.
- Security and identity:** Keycloak; DevSecOps in CI with Trivy, OWASP ZAP, and related checks; participation in pen-test workflows.
- Reliability:** Production incident handling; collaboration with PMs and cross-functional teams in sprint cadence.

Stack: Kubernetes, Go, Java, Helm, Kafka, Elasticsearch, Prometheus, Grafana, Keycloak, Jenkins, TOSCA/CSAR.

Back-End Software Developer - Ericsson, Karlskrona, Sweden (hybrid)

June 2019 - July 2020

- Java services in a modular Apache Karaf environment (service discovery, licensing, feature control).
- **Performance:** Refactored Feature Control so a critical API path dropped from about **15 minutes to roughly 3 seconds** (data structures, DAG thinking, database work).
- **Quality:** Test lead for end-to-end frameworks; reduced fault slip-through; build master duties for releases.

Stack: Java, Python, Maven, Apache Karaf, Zookeeper, LDAP, Jenkins, Ansible.

Lead Developer I Product Stakeholder - Talos Robot Vision, Athens, Greece (hybrid)

October 2018 - April 2023

- Helped bring a laser seam-tracking sensor for industrial welding robots to life: UI, real-time image pipelines, sensor integration layer, and on-site technical sales support.
- Built integrations with major robot vendors; developed custom communication protocols and low-level protocol handling, including Wireshark-based reverse engineering where vendor documentation was limited.
- **Product engineering in C# / .NET** with **Azure** (App Service, Blob Storage, Application Insights) for parts of the stack; Docker where it simplified delivery.
- Company stakeholder for the sensor initiative; helped coordinate engineering, sales, and support around getting the product into industrial environments.

Stack: C# (.NET), C++, OpenCV, TensorFlow, Azure, Docker, gRPC, protobuf, URScript, KRL, Karel, Wireshark.

Assistant IT Manager - Eden Beach Resort Hotel, Athens

April 2016 - October 2016

- Network and property systems upgrades; 24/7 support for PMS, RMS, and POS; vendor negotiations.

📁 FREELANCE & PRODUCT PROJECTS

February 2025 - Present

WorkSpo - marketplace (worksports.com)

- Live Australian real-estate/property-management marketplace where teams assign work to tradesmen/taskers and track the full workflow in one system.
- Built the landing page, Laravel backend, and both Flutter apps (**Poster** and **Tasker**); owned REST APIs for jobs, hiring, tasks, tickets, profiles, reviews, notifications, Stripe, Pusher Beams, Jira workflows, and OpenAI-backed classification/moderation.

LifelikeAgents - voice automation (lifelikeagents.com)

- Built real-time voice automation with LLMs, Twilio, speech-to-text, text-to-speech, and WebRTC.

AI video editor - solo MVP

- Built a prototype that turns a brief into voiceover, footage selection or ingest, captions, and a rendered video, with lightweight evals and guardrails.

🎓 EDUCATION

- **Software Engineering** - Linnaeus University, Växjö - August 2017 - May 2018. Thesis: Python ML pipeline for human movement classification from Kinect sensor data.
- **Computer Science** - University of West Attica, Athens - June 2013 - June 2017

★ INTERESTS

Skiing, snowboarding, biking, windsurfing, chess, agentic engineering, AI tooling, modern web frameworks, and applied automation.