



NIKOS PANAGOPOULOS

SOFTWARE ENGINEER

PROFILE

Hello, I am Nikolaos Panagopoulos, a software engineer from Patras, Greece, with over 5 years of experience. I'm passionate about both web and OS development, with expertise in JavaScript, C/C++, Java, and PHP. I thrive on building scalable web applications using RESTful APIs and microservices, alongside mastering systems programming. My journey includes developing two operating systems, crafting a C compiler, and delving deep into data structures and algorithms. Whether optimizing backend systems or exploring kernel-level code, I'm driven by the power of technology. I also freelance, sharing my expertise and continuously seeking new challenges.

WORK EXPERIENCE

Phaistos Networks

2021-PRESENT

Software Engineer

- Successfully Implemented advertising solutions
- Designed and created new advertising creatives.
- Maintained and improved applications viewed by millions of people.
- Performed well independently and on a team to solve problems.
- Achieved results while working in a fast paced environment.
- Effectively coded software changes and alterations based on specific design specifications

PROJECTS

kernel

- A 32bit kernel with a custom bootloader, developed using x86 (nasm) assembly and the C programming language. It includes a custom file system implementation, a heap memory manager and multitasking.
- <https://github.com/nikolaospanagopoulos/kernel>

Panavim

- High-performance text editor inspired by Vim, crafted meticulously in C++. Designed for speed and efficiency, it operates seamlessly across multiple modes including Normal, Input, and Command. Through continuous enhancements, it embodies my dedication to creating robust, user-centric software solutions.
- <https://github.com/nikolaospanagopoulos/Panavim>

C Compiler

- A C compiler for a subset of the C programming language. Focusing on performance and efficiency, it's designed to be lightweight, fast, and reliable. Constantly under improvement, this project reflects my commitment to refining and enhancing its capabilities.
- <https://github.com/nikolaospanagopoulos/panagoCompiler>

CONTACT

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📍 Patras, Greece

🌐 [website](#)

EDUCATION

2011-2016

UNIVERSITY OF PATRAS

- Bachelor (Linguistics)

SKILLS

- Javascript
- C/C++
- Java
- x86 assembly (fasm, nasm)
- PHP
- Docker

LANGUAGES

- English (Fluent)
- Russian (Intermediate)

PUBLICATIONS

Get A Memory Map using BIOS interrupts: This article explains how to utilize BIOS interrupt 0x15 to retrieve the system's memory map, detailing the steps and functions involved in accessing and interpreting memory layout information.

Object-Oriented Concepts in C: Discusses advanced techniques in applying object-oriented programming principles in C, creating efficient, reusable code.

From Boot to Kernel: Building a Simple OS Bootloader with asm: This article explains how to build a simple OS bootloader with x86 assembly language

Embracing the future: Promises in JS: This article discusses the history, the concept and the usage of Promises in modern Javascript

How to Retrieve System Information Using The CPUID Instruction: This article explains the usage and return values of the CPUID instruction for x86 processors

YOUTUBE CHANNEL

DevKernellInsights: Youtube channel with videos and tutorials about programming.