

Giannis Kounelis

Junior Software Engineer | Cloud / DevOps / Full-Stack — Open to remote roles across Europe

Patra, Greece | j.kounelis@outlook.com | +30 697 268 1400

[LinkedIn](#) | [GitHub](#) | [Portfolio](#)

PROFESSIONAL SUMMARY

Computer Science graduate (BSc Hons) and self-driven Software Engineer who designs, deploys, and operates cloud computing solutions and full-stack applications end-to-end. Hands-on experience with TypeScript / Python / Java backends, React / Next.js frontends, PostgreSQL data layers, and AWS infrastructure provisioned via Terraform. Comfortable across the full delivery lifecycle: containerization with Docker, orchestration with Kubernetes / ECS Fargate, CI/CD with GitHub Actions, and observability with OpenTelemetry. Strong problem-solving skills demonstrated through complex full-stack projects, written communication abilities (English fluent), remote-first work habits, and a track record of shipping production-grade personal projects with security scanning, load testing, and live deployments.

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Python, Java, SQL, Bash, PHP, HTML, CSS

Cloud Computing & DevOps: AWS (ECS Fargate, RDS, ALB, ECR, VPC, IAM, CloudWatch), Docker, Docker Compose, Kubernetes (Kustomize), Terraform (IaC), GitHub Actions (CI/CD pipelines), Nginx, Linux, Cloud-Native architecture, Microservices

Backend: Node.js, Next.js (App Router), tRPC, FastAPI, Express, Prisma, SQLAlchemy 2.0 (async), Inngest, Redis, NextAuth.js, JWT, OAuth2, RBAC, RESTful APIs, OpenAPI / Swagger, Event-Driven Architecture, Asynchronous Programming, Zod / Pydantic v2 validation

Frontend: React 18, Next.js 14, Tailwind CSS, Radix UI, Bootstrap 5, React Router, Axios

Databases: PostgreSQL, MySQL, SQLite, Redis

Observability & Quality: OpenTelemetry, Sentry, Vitest (unit testing), Playwright (E2E), k6 (load testing), axe-core (a11y)

Security (DevSecOps): CodeQL, Trivy, gitleaks, libsodium credential encryption, CSRF protection, SHA-256 / bcrypt hashing

Tooling & Practices: Version Control (Git, GitHub), Postman, VS Code, Turborepo, pnpm workspaces, Agile, Scrum, Code Review, TDD, SDLC, monorepos, Self-motivated, Cross-functional collaboration

Other: Unreal Engine 5.3, OpenXR, VR / AR development

PROJECTS

FlowFoundry Pro — AI Workflow Automation Platform (Personal Project)

Stack: Next.js 14, TypeScript, tRPC, Prisma, PostgreSQL, Redis, Inngest, Stripe, Docker, Kubernetes, Terraform, GitHub Actions

GitHub: <https://github.com/johnkounelis/flowfoundry-pro>

- Architected a production-grade, multi-tenant SaaS platform end-to-end: backend, frontend, infrastructure, CI/CD, and observability.
- Designed an event-driven async execution engine using Inngest with retry logic, token / cost tracking, and full run traceability via OpenTelemetry and Sentry.
- Built a drag-and-drop visual flow builder (canvas) with 100+ pre-built integrations (Slack, Gmail, Notion, Google Sheets, webhooks).

- Implemented multi-tenant org isolation, RBAC across 4 roles (Owner / Admin / Builder / Viewer), credential encryption at rest with libsodium, and Redis sliding-window rate limiting.
- Authored a reusable Connector SDK in TypeScript with strict Zod typing, runtime validation, unified logging, and AI token estimation.
- Owned the Prisma schema, migrations, seeding, and indexing strategy for multi-tenant PostgreSQL.
- Provisioned environments with Docker Compose (local), Kubernetes via Kustomize (staging), and Terraform (cloud); shipped GitHub Actions CI/CD with CodeQL, Trivy, gitleaks security scans and k6 load tests.
- Integrated Stripe for tiered subscriptions (Free / Pro / Business) with usage metering and metered billing.

EduLearn — Cloud-Native IT Career Learning Platform (Personal Project)

Stack: FastAPI, Python, SQLAlchemy 2.0 (async), PostgreSQL, React 18, Docker, Terraform, AWS (ECS Fargate, RDS, ALB, ECR, VPC), GitHub Actions

GitHub: <https://github.com/johnkounelis/EduLearn-Cloud-App> | Live demo: <https://edu-learn-cloud-app-ivory.vercel.app> | API docs: <https://edulearn-cloud-app.onrender.com/docs>

- Delivered a fully containerized, cloud-native learning platform with live public deployment and OpenAPI-documented backend.
- Built an async FastAPI backend with JWT auth (30-min token expiration), bcrypt password hashing, RBAC, Pydantic v2 validation, and modular routers.
- Designed a normalized PostgreSQL schema (users, career paths, skills, assessments, progress) using SQLAlchemy 2.0 async ORM with Alembic migrations and seed scripts.
- Built a React 18 SPA with React Router v6, protected routes, token lifecycle management, and Axios-based API integration.
- Provisioned AWS infrastructure entirely via Terraform: VPC, ECS Fargate, ALB, RDS PostgreSQL, ECR, IAM, security groups — with multi-AZ redundancy and auto-scaling.
- Configured GitHub Actions CI/CD pipelines for automated testing, multi-stage Docker image builds, ECR pushes, and ECS service deployments.
- Added CloudWatch logging, health checks, and Nginx reverse proxy for production hardening.

Java Recruiting Platform — Full-Stack Job Board (Personal Project)

Stack: Java 8, Servlets 3.1, JSP, JDBC, MySQL 8, jQuery, Bootstrap 5.1, HikariCP, Maven, Apache Tomcat

GitHub: <https://github.com/johnkounelis/java-recruiting>

- Built a 3-role recruiting platform (Candidate / Recruiter / Admin) with distinct dashboards, role-based access control, and full job lifecycle management, applying Object-Oriented Programming (OOP) principles with Servlets, JDBC, and HikariCP.
- Implemented secure authentication with SHA-256 password hashing, CSRF protection, and server-side input sanitization.
- Designed responsive Bootstrap 5 UI with bilingual EN / EL support and client-side language switching.
- Configured HikariCP connection pooling, Gson-based JSON APIs, and seed data automation (14 jobs, 5 applications) for demo readiness.

VR Data Visualization Platform — BSc Thesis (Unreal Engine 5.3)

Stack: Unreal Engine 5.3, OpenXR, C++, Blueprints, CSV pipelines

- Built an immersive VR platform for interactive exploration of large datasets with high-fidelity rendering.
- Implemented a full VR interaction system (grab, teleportation, UI navigation, haptics) over OpenXR with multi-headset support (Oculus, Index, Vive, WMR).

- Optimized rendering performance using Nanite, Lumen, hardware ray tracing, and Variable Rate Shading (VRS).
- Integrated virtual production tools (Virtual Camera, nDisplay, Remote Control API) and Concert Sync for multi-user collaboration.

EDUCATION

BSc (Hons) Computer Science — University of East London (delivered at Metropolitan College, Greece) — 2024

Relevant coursework: Software Engineering, Database Systems, Distributed Systems, Artificial Intelligence, Web & Mobile Development, Computer & Network Security, Algorithms & Data Structures, Operating Systems.

LANGUAGES

Greek: Native

English: Fluent (Professional working proficiency)

AVAILABILITY

Open to remote-first roles across Europe. Available immediately. EU work authorization (Greek / EU citizen).