

Panagiotis Georgiadis

Senior Frontend Engineer

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Profile / Summary

Highly skilled and self-motivated software engineer who likes learning and experimenting with new technologies while applying best practices. I have worked in both functional programming and OOP style codebases and have used different stacks such as LAMP and MERN. I am experienced in the modern web development domain (Elm, Typescript, React, NodeJS) but I've also experimented with Electron, React Native, AWS for my personal projects. I've worked with multiple architectures but I am adaptable to various environments and open-minded as to what works best for the team.

I could also describe myself as a quick learner with a creative approach to problem solving while favouring clear, concise, testable solutions and focused on improving code quality and performance. I am always very keen on improving and specializing while working on a team in order to achieve team and personal goals.

Technical Skills

Front End: Elm, React, Redux, JS, Typescript, CSS-in-JS, SASS, HTML, CSS, MUI, Bootstrap, JQuery

Back End: NodeJS, ExpressJS, REST, GraphQL, gRPC, Haskell, PureScript, C#, MongoDB, MySQL

Other: ag-grid, Electron, Gatsby, React Native, npm, Yarn, Git, Ejabberd, XMPP, NGINX

Employment Details

01/2024 - Present

Senior Frontend Developer

DRW (UP Frontend), London, United Kingdom

- Developed new views for firmwide access from various departments (Risk, Treasury, Compliance etc) and trading desks.
- Maintained and integrated previous Risk views into our firmwide dashboard (Sharp) - permission based.
- Improved and simplified components from our shared UI libraries while also providing better consumer experience for other dev teams and better a11y for users.
- Migrated user settings over to a new package hosted in a new monorepo for firmwide usage.
- Integrated Risk and other third party services (supporting multiple protocols such as REST, gRPC and GraphQL) to our GraphQL thin layer for consumption from our new firmwide clients.

11/2020 - 12/2023

Senior Frontend Developer

DRW (Risk), London, United Kingdom

- Took ownership of the whole frontend tech stack, UI and UX of the Risk department.
- Extended and maintained our component library using StencilJS in order to support different platforms (ReactJS and Phoenix Live View).
- Implemented charting web components to support both SPAs and server-rendered HTML applications.
- Redesigned and rebuilt our main "Risk Viewer" application to fit our users needs while improving performance and allowing for better scalability. (multi window support, cross window communication, centralized user settings, live updates)
- Architected and designed a centralized settings service that is based on CQRS to accomodate for asynchronicity and multiple clients.
- Consolidated all Risk related operations under one web application in order to allow for better tool management and increase the productivity of our users.
- Created incidentTS library for easier integration between our client apps and PagerDuty and built a dedicated incident dashboard for the Risk department.
- Streamlined our frontend projects and provided developers with common eslint, Prettier and Typescript configs to ensure that common standards are applied.

09/2019 - 11/2020

Senior Frontend Developer

Habito, London, United Kingdom

- Redesigned and migrated our internal case management system frontend codebase from Purescript to Typescript React with Material UI.
- Created an interactive offer state tracking tool which replaced free text notes taken by our MEs. This tool helped us track down patterns and automate processes resulting in a drop of our cost to serve.
- Was tasked with a team of 5 to find product market fit for a new product and we went from idea to market in 63 days.
- Built our external brokers public website and portal from scratch. This process involved designing our new public API, re-thinking and simplifying our existing form structure and building our new portal.
- Implemented our Typescript - React version our component library while caring for accessibility and cross browser compatibility. This process also involved retrofitting our

improved components to the old ones to ensure backwards compatibility with the different codebases while also benefiting from the new implementation.

- Proposed and implemented a "soft eligibility checker" proof of concept which helped us increase our conversion rate by 20% that was later adopted by various aspects of the business as a customer engagement tool.
- Built a new customer orientation journey that was based on the "soft eligibility checker" proof of concept which increased our conversion rate by 50%! (based on A/B testing with our old journey)
- Proposed and implemented a dashboard preview for our new customers (in order for them to understand better the benefits of signing up and giving us more information) which reduced our drop-off rate by 25%. (based on A/B testing without the preview)

09/2017 - 09/2019

Senior Frontend Developer

Travel Republic, London, United Kingdom

- Core member of a team which built a B2B web app used by thousands of travel agents across the world and is one of the largest Elm codebases in the UK.
- Maintained various internal tools / projects written using different frameworks (Elm, React & Redux, PureScript)
- Migrated the project from Elm 0.18 to Elm 0.19 while creating a new fully tested date handling library and a date picker component.
- Implemented from scratch the user identity system which was used across multiple products.
- Migrated our encryption and decryption services from C# to Haskell.
- Kept on benchmarking our code which revealed bottle necks and race conditions that couldn't have been tackled otherwise.
- Refactored crucial parts of our codebase which resulted in a huge increase in performance while reducing the number of reported issues.
- Implemented synchronisation functionality across multiple browser windows and tabs which eliminated the number of bugs caused due to data inconsistencies.
- Added an extra layer of logging on our production code resulting in a huge decrease of time taken to debug and fix live environment issues while helping us build more consistent APIs.

09/2016 - 09/2017

Software Engineer

Tripleplay Services, London, United Kingdom

- Proposed and implemented user experience enhancements on data visualization sections of our admin portal.
- Developed and designed a responsive XMPP web chat client while applying OOP Javascript with prototypal inheritance.
- Configured the ejabberd XMPP server and NGINX proxy in order to support both the web and mobile chat client.
- Reviewed and refactored legacy code which existed in numerous parts of the portal.

09/2015 - 08/2016

Full Stack Web Developer and IT Support

Freelance, Thessaloniki, Greece

- Developed and designed business tailored ERP solutions which organized data and automated many crucial steps in the "business lifecycle" resulting in a 40% in average production performance.
- Engaged in meetings with clients in order to assess requirements and deadlines.
- Refined and improved businesses' online presence by creating responsive websites and following SEO guidelines.
- Provided remote and on-site IT support.

Education Background

09/2010 - 06/2016

BEng in Engineering Informatics

Technological and Educational Institute of Central Macedonia, Serres, Greece

- **Coursework included:** Computer Programming I & II, Object-oriented Programming, Programming Principles, Software Engineering, Algorithms and Data Structures, Network Security and Management, Calculus I & II, Electronic, Analogue and Digital circuits.
- **Thesis Subject:** Development of algorithms with parallel processing software (with the use of OpenCL and MPICH libraries)
- **Thesis Description:** My goal was to compare different parallel processing implementations and architectures in order to discover which is the best cost / performance implementation. My approach was to research and select two different parallel programming libraries in C/C++, build the cluster and write a multi-dimensional matrix multiplication program. The architectures used by the experiment were GPGPU and MPI.

Open Source Contributions

- **elm/date-time:** A Date-Time modeling package written in Elm 0.19 as an extension of the **elm/time** package.
- **elm/date-picker:** A standalone Date-Picker component built using the **elm/date-time** package in Elm 0.19.