



Vasileios Nikolopoulos

Principal Software Engineer
with proven leadership capacity

About me

Hi, my name is Vasileios Nikolopoulos. I am a Principal Software engineer, with experience in designing complex systems, and with demonstrable leadership capacity. I am also a Professional Scrum Master, and a part of the Advertising Domain of bol.com. I have recently concluded my PhD studies at Harokopio University of Athens, on Context-Aware Autonomous Fog Computing. Keen on researching new technologies, innovating, and constantly learning!

Contact

- +31 615067138
- nikolopoulosbasil@gmail.com
- [Vasileios Nikolopoulos](https://www.linkedin.com/in/VasileiosNikolopoulos)
- [Vasileios Nikolopoulos](https://www.github.com/VasileiosNikolopoulos)
- Karekiet 7, 3435CK

Skillset

Soft skills

People coach, Technical leadership, Innovative, Pragmatic, Strong business Acumen, Customer Focus

Technical skills

Systems of Systems design, Context Aware Computing, Decentralized Computing, Distributed Computing, Microservice Architecture Systems, Autonomous Systems

Work Experience

Dec 2020 **Principal Software Engineer/Scrum Master | bol.com**

- Present
- Principal Software Engineer and Scrum Master in the Advertising fleet.
- Actively designing cutting-edge solutions for data monetization.
- Being used as a sparring partner for technical matters.
- Mentoring and coaching other colleagues on both technical and soft skills.
- Being involved in the improvement of the technical recruitment process.
- Part of the organizing committee of the agile community.
- Actively involved in many aspects of Advertising domain.
- Being active in organizing team events for the Advertising domain.

Feb 2015 **Research Associate | Harokopio University of Athens**

- Present
- Participating in European Research Projects (i.e. Artemis EMC2)
- Leading a multidisciplinary academic research team.
- Exploring and researching the future internet era.

Jul 2018 **Software Engineer/Scrum Master | Forescout Technologies**

- Nov 2020
- Led, developed, and partially designed the OTSM product.
- Fulfilled the role of Scrum Master and ad interim P.O.
- Helped with the company's agile transformation.
- Developed other products using Java, PSQL, Python, Javascript and more.

Sep 2018 **Founder/CEO | jar.gr**

- Jul 2020
- Founded and led the product-oriented software startup using agile methodologies.
- Had close contact with clients/stakeholders for their business requirements.
- Made the strategic business decisions for the company.
- Was part of the products' design and architectural consultant for the teams.
- Played the key role in the formulation and design of innovative solutions.
- Mentored and coached company members and developers.

Work Experience

Nov 2016 **Software Engineer L2 | Openbet**

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- Sep 2017 • Part of the William Hill client team.
 - Developed betting software using Java and TCL.

Sep 2013 **CMS/Android Developer | Express Publishing**

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- Feb 2015 • Worked on creating a custom builder to transform CMS data to interactive Mobile Applications.
 - Developed custom tools for the company using Java.

Projects

bol.com | Data Monetization Platform

The Data Monetization Platform regards the technical endeavour of bol.com to monetise their first party data. It is in essence a microservice ecosystem with the ultimate goal of future proofing bol.com's advertising proposition, both onsite and offsite.

My involvement in the project included, coming up with the initial idea, collaboratively designing the ecosystem, inspiring team members and stakeholders alike, managing the project's lifecycle, and executing on the development of the project.

The ecosystem is designed with a cloud-first mentality, where many of the services can be transformed into cloud native features, like cloud functions, dataflow jobs, etc.

PhD | Fog Node Self-Control Middleware

The Fog Node Self-Control middleware regards the outcome of my efforts during my PhD Studies. It is in essence a Middleware that runs on Fog Nodes, which are part of a Fog Colony, and allows for decentralized control of the colony, context-aware operation of nodes, and finally autonomous operation of the nodes.

For this system of systems, I had to design from scratch the whole system, publish it in multiple journals and conferences, iterate on it to improve it, and finally develop multiple prototypes to validate it.

jar.gr | Everland

Everland was a videogame/community generator, on which I worked on as part of jar.gr. It was a customer project, and part of the backend was outsourced to jar.gr. I had multiple roles in the project.

Initially, I was the main point of contact for everyone from the customer's side. As such I had to properly manage communications, and stakeholders, for the best outcome both for the customer and my teams. Additionally, I executed requirements capturing, and validation with the customer to verify proper and on time deliverables.

Additionally, I acted as the Product Owner for our team, and was responsible for the value and quality of all deliverables.

I helped the team properly design and implement systems, by technically coaching, and challenging them where needed.

Projects

jar.gr | blab

Blab was an internal endeavour of jar.gr. Blab was a voice first chatting app for iOS and Android devices, with end to end encryption, and built in games.

For this project I acted as the main architect and systems designer. Some of the issues that we had to tackle were the high rate of traffic, session management, real time interaction requirements for the games, and others. I also worked together with the development team to develop, and review their code.

Forescout Technologies | OTSM

[OTSM](#) is an integration product between Forescout's Command Center and CounterACT products. The two products came initially from different companies, and had to be integrated to be sold as a single solution to customers.

While there was already an initial implementation, it left a lot to be desired. To that end, we re-designed the product, and brought multiple new, highly requested features, that helped the company maintain, and expand its then current client-base.

My involvement in the project included, refactoring and redesigning the whole product, documenting and understanding the two products and how they could integrate, leading the development effort of the scrum team involved with the product, and taking full responsibility of the outcome of the project.

Forescout Technologies | Risk framework

[Risk Framework](#) was a leading selling feature of Forescout's Command Center product. I designed, and led the efforts of the scrum team for this project. Due to the limitations of the platforms used, we had to really dig deep and design a database first feature, which had to perform millions of calculations in near real time.

As such, I had to be in contact with the stakeholders to make sure we are building the right things. I also had to lead the team technically, and develop the feature. The success of the feature helped the company secure multiple client deals.

Education



Doctor of Philosophy (PhD) | September 2022
Harokopio University of Athens

Fog Node Self-Control Middleware: Towards Autonomous Decision Making in Fog Colonies

Master of Science (MSc) | Graduated Feb 2015
Harokopio University of Athens

Computational and Internet, Technologies and Applications

Bachelor of Science (BSc) | Graduated Sep 2013
Harokopio University of Athens

Bachelor's degree on Informatics and Telematics

Publications

- August 2022 Fog Node Self-Control Middleware: Enhancing Context Awareness towards Autonomous Decision Making in Fog Colonies
[Internet of Things Journal \(Engineering Cyber Physical Human Systems\)](#) | Elsevier
- Jan 2022 Context Diffusion in Fog Colonies: Exploring autonomous Fog Node Operation using ECTORAS
[IoT 2022, 3\(1\), 91-108](#) | MDPI
- Jul 2019 Enhancing Context-Awareness in Autonomous Fog Nodes for IoT Systems
[International Conference on Edge Computing \(EDGE\)](#) | IEEE
- Jun 2019 A system of systems architecture for the internet of things exploiting autonomous components
[International Journal of System of Systems Engineering, 9\(2\), 167-199](#) | Inderscience Publishers (IEL)
- Oct 2017 The role of autonomous aggregators in IoT multi-core systems
[IoT '17: Proceedings of the Seventh International Conference on the Internet of Things](#) | ACM
- Jun 2016 Embedded intelligence in smart cities through multi-core smart building architecture Research achievements and challenges
[International Conference on Research Challenges in Information Science, RCIS](#) | IEEE
- Jun 2016 Embedded intelligence in smart cities through multi-core smart building architecture Research achievements and challenges
[International Conference on System of Systems Engineering \(SoSE\)](#) | IEEE
- 2015 Intelligent Smart Environments' management system in a Smart Cities environment
[MSc | Harokopio University of Athens](#)
- 2013 Performance analysis in mobile computer games over the web
[BSc | Harokopio University of Athens](#)