

George Michalakakis

Backend / Platform / Cloud Engineer

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Professional Summary

I'm a backend, platform, and cloud engineer with 6+ years of experience building and running software across airline, telecom, and European research environments. I work mainly with Java and Python, alongside CI/CD, infrastructure as code, Kubernetes/OpenShift, Azure, and observability. I enjoy working across the full delivery lifecycle – from building microservices and developer tools to platform migrations and keeping production systems reliable.

Professional Experience

Amadeus

Jun 2022 – Present

Software Engineer / DevOps | Villeneuve-Loubet, France

- **DXP – Data Exchange Platform (current):** Develop a secure data-exchange platform based on the Eclipse Dataspace Components (EDC) Connector, implementing custom Java features and integrations for product-specific requirements.
- Deliver DXP infrastructure and releases through GitHub, Terraform, and Helm; provision and integrate Azure PostgreSQL, subscriptions, resource groups, and API Management gateways. Support adjacent Vue, Angular, and Express work when required.
- **Fast Data Platform (first 2–3 years):** Built and operated a high-throughput airline data platform handling large transaction volumes from customers including Air Canada, Etihad Airways, and Air France across a chain of Spring Boot and Quarkus microservices.
- Held operational responsibility for more than 100 OpenShift namespaces, covering Grafana/Prometheus monitoring, alerting, Argo CD, incident response, and day-to-day platform operations.
- Owned CI for the Java microservices and evolved the platform-wide Groovy CI/CD pipelines, Helm configuration and ConfigMaps, namespace repositories, and umbrella charts; helped improve deployment efficiency by 40% and migrate delivery to Argo CD.
- Built Python tools to make day-to-day development and migration work easier. These tools checked pull requests and Helm charts, supported database, OpenShift namespace, and Bitbucket repository migrations, and automated Jenkins and webhook setup.

Netcompany – INTRASOFT International

Apr 2020 – Jun 2022

Software Integration Engineer | Patras, Greece

- Developed and integrated Java services for Vodafone and OTE on Oracle Fusion Middleware.
- Delivered SOAP and REST integrations using XML, XSLT, and JDeveloper, contributing to zero-defect production releases.
- Provided 24/7 production support, diagnosing incidents and restoring services within agreed SLAs.

Visualization & Virtual Reality Group, University of Patras

Dec 2019 – Jun 2022

Software / VR-AR Engineer | Patras, Greece

- Developed a Unity and C# vehicle simulation with haptic feedback for the EU-funded Trustonomy project.
- Built HoloLens 2 augmented-reality rendering for CPSOS and REST integrations for AGEING@WORK.
- Reached the IEEE VR 3DUI Contest finals in three consecutive years (2020–2022).

Education

University of Patras — Diploma in Electrical and Computer Engineering (integrated BSc/MSc) Oct 2013 – Feb 2020
Thesis: Brain–Computer Interface for movement-support devices. Focus: software engineering, VR/AR, and automation control.

Technical Skills

Backend & automation	Java, Spring Boot, Quarkus, Python, Groovy, Bash, C#, REST, SOAP
Platform & cloud	Azure, Kubernetes, OpenShift, Docker, Helm, Terraform, Argo CD, Azure API Management
Delivery & operations	GitHub Actions, Jenkins, Bitbucket, CI/CD, Git, production support, Grafana, Prometheus
Data & integration	PostgreSQL, Eclipse Dataspace Components, Oracle Fusion Middleware, XML, XSLT
Web exposure	Vue, Angular, Express
VR/AR	Unity, HoloLens 2, Blender, OpenGL
Languages	Greek (native), English (C2), German (B1), French (B1)

Selected Achievements

- Published research on human–robot collision risk in *Machines* (2023).
- IEEE VR 3DUI Contest finalist in 2020, 2021, and 2022.
- Winner of the IEEE Br41n.IO brain–computer interface hackathon in Athens (2019).