



Iraklis Bekiaris

Software Developer

UX/UI

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[LinkedIn](#), [GitHub](#)

Hello!

I’m a Software Developer with 7+ years of experience in **Frontend Development, UX Research, UI/UX Design**, and **User-Centered Design**, along with 3+ years of academic research in **Human-Computer Interaction (HCI)**. I fully respect and admire every part of Software Development, as it has helped me grow through the years, defining a big part of the person I am today. **Some of my top achievements include:**

Developed the software from **ground 0** to the market for a medical device firmware and mobile – Developed FE libraries for CORE features that applied to **10+ clients** – Lead and Conducted **QA methodologies** that were executed by QA teams reducing by a high percentage the post-release issues – Conducted strict **software documentation** for FDA and CE – Developed full stack **international award winning** research app from ground 0 for monitor and control of a Smart Greenhouse.

Skills

Frontend	■ ■ ■ ■ ■	Backend	■ ■ ■ ■ ■	Mobile	■ ■ ■ ■ ■
UX Research	■ ■ ■ ■ ■	UI Design	■ ■ ■ ■ ■	Software Lifecycle	■ ■ ■ ■ ■

Frameworks & Tools

Angular/Other	■ ■ ■ ■ ■	Node.js	■ ■ ■ ■ ■	Flutter	■ ■ ■ ■ ■
Figma	■ ■ ■ ■ ■	Jest/Jasmine	■ ■ ■ ■ ■	Adapting to new	■ ■ ■ ■ ■

Employment

Frontend Developer (Medical Device)

Contract - Remote in EU – US based company

[KeborMed](#) - cloud-connected medical solutions – Startup

Nov 2022 — Present

Role

- Developed and maintained **frontend libraries** for KeborMed’s products
- Built and optimized **production-grade** frontend applications for clients and internal products
- Designed and executed **QA methodologies**, including unit and integration testing
- Gathered and analyzed client and user **requirements** to inform development
- Produced Quality Assurance documentation IEC 62304 covering compliance

Technologies

Angular 14+, Flutter, Jest, Jasmine, Karma

Achievements ★

- Designed and delivered multiple **production-level** solutions for healthcare clients, improving system reliability, usability, and performance, and receiving positive feedback from **10+ company clients**
- Enhanced development efficiency by creating reusable **frontend libraries** and components, reducing feature delivery time across all projects
- Strengthened QA practices by introducing structured unit and integration testing, **improving bug detection rates** and reducing post-release issues by high percentages
- Led the end-to-end software documentation process, aligning with IEC 62304 and contributing directly to KeborMed’s successful **FDA approval with 0 non-conformances**, a key milestone for bringing **clients’ products to the market**

Role

- Developed the frontend of the Pebble Platform mobile application
- Engineered software for the **Raspberry Pi Zero W**, integrating hardware and software functionality
- Produced Quality Assurance documentation aligned with ISO 13485 and IEC 62304 standards
- Designed and prototyped the future Pebble Platform UX/UI, ensuring **user-centered** workflows

Technologies

Angular 2+, Ionic, Jasmine, Karma, Figma, Node.js, Python, Raspberry Pi, Linux

Achievements ★

- Delivered a medical device from the ground 0 up to the EU market with **CE certification**, meeting strict regulatory requirements and deadlines
- Optimized BLE (Bluetooth Low Energy) connections, improving **application performance by 80%** and **device reliability to 100%**
- Accelerated **development timelines**, enabling the team to meet CE mark approval deadlines without compromising on quality
- Contributed to both **design and engineering**, bridging hardware, software, and user experience to strengthen the Pebble Platform

RnD Full-Stack/AR Engineer (Precision Agriculture)

Contract - Greece- On Site

Role

- Designed **UX/UI interfaces** for web, mobile, and smart devices, ensuring accessible and user-centered solutions
- Developed **full-stack applications** across platforms, integrating front-end and back-end technologies
- Implemented **sensor data acquisition** and **visualization** for interactive applications
- Contributed to multiple **Cultural Heritage projects**, combining technology with preservation and education initiatives

Technologies

Angular 2+, Ionic, MongoDB, Node.js, Figma, Unity, Blender

Achievements ★

- Received the **Best Full Paper Award** at the *Intelligent Environments (IE) 2021* conference for the GRETA project among **more than 100 participants** - GRETA presentation
- Represented the lab at the **University's annual Research Innovation Night**, showcasing ongoing Human-Computer Interaction (HCI) research and technology applications, among more than **50+ projects** of the lab
- Bridged **design, development, and research**, contributing to interdisciplinary projects with both academic and practical impact tested in more than **10+ real greenhouses**

Education

MSc in Human-Computer Interaction (8.64/10)

University of Crete - Computer Science Department

Thesis: Employing Augmented Reality and Web Technologies to Monitor and Control Intelligent Greenhouses: A User Centric Approach

Courses: Ambient Intelligence, Human - Computer Interaction, Big Data Analytics/Informatics, Machine Learning, Deep Learning, Graphs Theory, Signal Processing

Fields: Information Systems, Human-Computer Interaction, Algorithms and Systems Analysis

Publication: Employing AR and Web Technologies to Monitor and Control Intelligent Greenhouses

Teaching Assistant

University of Crete - Computer Science Department

Description: Graduate Teaching Assistant in the Computer Science Department, supporting various courses through lecturing, mentoring, and project supervision. Responsibilities included developing supplementary course materials and tutorials, **supervising and mentoring students** on course projects, grading exams and assignments, and providing guidance and feedback to enhance student learning.

Assistance Courses: Human-Computer Confluence, Modern Topics in Human-Computer Interaction, Introduction to Human-Computer Interaction, Applied Mathematics for Engineers, Advanced Mathematics, C programming

BSc in Computer Science (7.07/10)

Aristotle University of Thessaloniki - Computer Science Department

Thesis: STARS | A real time Spatio Textual Recommender System applied on an Android Application

Publication: A time-aware spatio-textual recommender system

Side/Freelance Projects

Fragment (Social Network)

Fragment is a web and mobile application which allows artists to share their work with their network.

Mud Buddy (Cultural Heritage SaaS)

Users can add a Landmark to the map with a short description and photos of it.

Moovo (Infrastructure SaaS)

Moovo platform is dedicated to make the moving of people from house to house easy and stress free.

Learny (E-Learning SaaS)

Tracks learning progress for users and teachers in language education.

Some interesting things about me

I like to work with people who: Are passionate, good at what they do, easy to work with, good and kind people, show empathy and understanding.

At work I'm best at: Communication, organization, keeping balances on tight periods, not getting stressed, offering my help, taking ownership, transferring and receiving knowledge, and being polite.

I'm excited to work for a fast-growing company because: I like the idea of making a real contribution to something I consider to be great.

In my next job it's important that: We build a product that will have a real impact in the world along with great and good people.

Outside of work I: Like to go for mountain bike, long walks in nature, have a coffee or a beer with good friends, watch a good film, road-trips, work on side projects.

Thank You :)