

Petros Kapakos

Brooklyn, NY

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EDUCATION

Bauhaus-Universität Weimar

M.S. in Media Information Systems

Specialization in Computer Vision and multi-modal interaction in Virtual Reality systems.

(Thesis in German: https://www.vrgeo.org/wp-content/uploads/Downloads/papers/diplom_pkapakos_final.pdf)

Weimar, GER

Sep 2008

SKILLS

People Management: Performance Management, Engagement and Retention, Agile/Scrum

Languages: Node.js, Java, Python, C#

Web Development: JavaScript, TypeScript, HTML5/CSS

Frameworks: React, Redux, Node.js, Jira

PROFESSIONAL EXPERIENCE

Amazon

Software Development Manager

New York, NY

Nov 2022 – Present

- Transitioned to managing a team of 5 engineers and 1 intern.
- Increased system performance by 400% through database migration from NoSQL to a relational model.
- Scaled the system that initially powered 50 screens to ~9000 screens.
- Promoted 2 high-performing engineers.
- Successfully managed a performance improvement plan for an underperforming team member, ultimately leading to an amicable separation.

Frontend Engineer

Nov 2020 – Nov 2022

- Delivered pilot CMS for in-store advertising within 4 months from inception to go-live.
- Launched software in 40 stores, meeting organizational goals.
- Expanded to an additional 30 Amazon Fresh stores within the same year.

American Express

Frontend Engineer/Tech Lead

New York, NY

Nov 2016 – Oct 2020

- Set the technical direction and governance of the Account Activity Team comprising of 8 developers and 2 testers.
- Successfully lead team migrating partner pages from a legacy system to a react/redux based front end.
- Managed and launched product from definition/analysis through implementation.
- Maintained a hands-on approach dedicating 70% of time to coding.

Previous Roles

Senior Software Engineer

Germany

Jul 2009 – Nov 2016

Additional experience as a Senior Software Engineer at Payback GmbH, SDX AG, Myobis GmbH, and Docuvita GmbH

Publications

“Compensating Indirect Scattering For Immersive And Semi-Immersive Projection Displays”

VR, pp. 151-158, IEEE Virtual Reality Conference (VR 2006)