

Stelios Drakakis

Full-stack Developer

Self-taught developer · Python · JavaScript · PHP · Web

flydev@flydev.eu · +30 698 001 0165 · flydev.eu · Agios Nikolaos, Crete, Greece

CONTACT

EMAIL

flydev@flydev.eu

PHONE

+30 698 001 0165

WEBSITE

flydev.eu

LOCATION

Agios Nikolaos
Crete, Greece

DATE OF BIRTH

07/08/2008

SKILLS

LANGUAGES

- Python
- JavaScript
- PHP
- SQL
- HTML / CSS

FRAMEWORKS

- Flask
- FastAPI
- PyQt5
- Flet · Kivy
- Flutter

DATA / INFRA

- SQLite
- MySQL
- REST API
- WebSockets / Socket.IO
- Leaflet.js
- Nominatim

TOOLS / AI

- Git · Linux
- Anthropic · OpenAI
- Groq · Gemini
- Ollama (local)
- Qwen

LANGUAGES

Greek *native*
English *LRN · B2*

PROFILE

Self-taught developer from Crete. I've been writing code since 2023. More than ten projects so far: web apps, desktop GUIs with PyQt5, and multiplayer games over WebSockets. I work across Flask / FastAPI backends, SQL databases and browser front-ends, and I often integrate LLMs (Groq, Gemini, Anthropic, Ollama) in my applications when they fit the problem.

SELECTED PROJECTS

Delivery Platform

IN DEVELOPMENT

[Flask](#) · [SQLite](#) · [PyQt5](#) · [Flutter](#) · [Leaflet.js](#)

Full-stack food delivery platform. Flask REST API with SQLite, role-based auth (customer / restaurant / courier / admin), PyQt5 desktop apps for management, customer SPA with Leaflet.js and a delivery zone system, plus a Flutter Android app.

Multiplayer Shooter

COMPLETED

[HTML5 Canvas](#) · [Flask-SocketIO](#) · [WebSockets](#)

Top-down multiplayer browser game built with Flask-SocketIO. Client-side prediction for smooth movement and LAN multiplayer support.

Receipt Scanner — myDATA / AADE

IN DEVELOPMENT

[Python](#) · [PyQt5](#) · [Groq](#) · [LLM pipeline](#)

Greek tax receipt scanner. Extracts fields and MARK numbers using LLMs. Iterated across multiple AI backends (OpenAI, Anthropic, Gemini, DeepSeek, Groq) and GUI frameworks (Kivy, Flet, PyQt5).

CineVault

IN DEVELOPMENT

[PyQt5](#) · [QWebEngineView](#) · [Flet](#)

Movie streaming application with a custom UI. Originally built in Flet and later migrated to PyQt5 + QWebEngineView for tighter rendering control.

Space Collector

COMPLETED

[HTML](#) / [JS](#) · [Python launcher](#)

Browser-based arcade game launched from Python. Workaround for PyQt5 / WebEngine issues on Windows by rendering via the system browser.

EDUCATION

Computer Applications

2024 — 2026

EPAL Agiou Nikolaou — Vocational High School, 3rd year

Computer Applications Technician specialisation. Programming, databases, web & application development, algorithms and operating systems.

RECOGNITION

Featured in ANATOLI Newspaper

MAY 2025

One of my projects was presented at the Student Digital Creativity Exhibition and featured in a local press report on student innovation and artificial intelligence.

[Read the article on anatolh.com >](#)