

Dimitris Staratzis

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Education

- Boston University**, Boston, MA Sep 2019 – Dec 2020
- M.Sc. in Computer Science, GPA: 3.93/4.0.
Advisor: Prof. Manos Athanassoulis (manthan@bu.edu).
- Athens University of Economics and Business**, Athens, Greece Sep 2015 – June 2019
- B.Sc. in Computer Science, 4-year degree, 240 ECTS, top 2% in class, GPA: 8.31/10.0.

Professional Experience

- Software Engineer**, TileDB, Inc. Mar 2020 – Present
- Maintaining and developing the Java API, including the Trino, Presto and Spark connectors of the core library.
- Full Stack Engineer**, Playguin Mar 2019 – Nov 2020
- Developing and designing both front and back-end of a music-related Android application.
 - Securing funding by pitching ideas to investors. Raised over 20.000 Euros.
 - Developing the application server with Django, offering register/login, cloud backup, and consistency checking for multiple devices connected in the same account.
- Events Manager**, LEGO® Market Office Greece-Malta-Gibraltar-Cyprus. Mar 2016 – Feb 2019
- Organized all LEGO marketing events in the region and achieved a 30% increase in sales.
 - Took the initiative and designed a customer feedback tool, including an Android application, which was presented at the annual LEGO conference and is now being used in the UAE, Israel, and Turkey.
 - Recruited, supervised, coordinated, evaluated and built a team of more than 60 employees.

Academic Experience

- Research Fellow**, Boston University Sep 2019 – Dec 2020
- Conducting research in NoSQL Database Systems and LSM-trees as a member of the DiSC lab.
 - Developing new algorithms to improve ‘delete’ performance in Facebook’s RocksDB.
 - Analyzing and comparing the different compaction strategies used by LSM trees.
- Teaching Fellow**, Boston University Sep 2019 – Dec 2020
- CS460 - Introduction to Database Systems, Fall 2019, 2020.
 - CS562 - Advanced Database Applications (Graduate course), Spring 2020.

Key Projects

- Collaborating with IBM to build a signing system for tasks in CI/CD pipelines for ensuring integrity.
- An implementation of Raft, a consensus algorithm, with a fault-tolerant key-value store on top, using Go.
- A Distributed System that assigns load on different servers to suggest possible points of interest based on user’s history by implementing a Matrix Factorization algorithm for Machine Learning introduced by AT&T.
- An ML application to classify flights. Achieved 3rd place in a Kaggle competition against 50 other teams.
- A complex “Tower Defence” 3D game with C++ and OpenGL.
- A Computer Vision application with MATLAB to count the value of coins inserted in a vending machine.
- An image editing software using C++ which includes actions such as filtering and cropping.

Publications

- M. Athanassoulis, S. Sarkar, T. Papon, Z. Zhu, **D. Staratzis**, “Building Deletion-Compliant Data Systems”, **IEEE Data Engineering Bulletin**, 2022
- S. Sarkar, **D. Staratzis**, Z. Zhu, M. Athanassoulis, “Constructing and Analyzing the LSM Compaction Design Space”, In Proc. of Very Large Databases Endowment (**PVLDB**), 2021.
- S. Sarkar, T. Papon, **D. Staratzis** M. Athanassoulis, “Lethe: A Tunable Delete-Aware LSM Engine” In Proc. of the ACM **SIGMOD** Int’l Conference on Management of Data, 2020.

Honors & Awards

- Scholarships: Gerontelis Foundation, Inc. Scholarship, 2020. • Eleni Gatzoyannis Scholarship, 2020. • Full Tuition Scholarship and Stipend for 5 years at Boston University, 2019.
- Other awards: Tennis National Tournament, 3rd Place, 2014. • Larissa International Film Festival, 3rd place, 2014. • International Film Festival of Olympia, 1st place, 2008.