

ELENI KAPONA

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EDUCATION

Cyprus University of Technology
Bachelor of Multimedia and Graphic Arts

Limassol, Cyprus
2019 – 2023

COURSES

Back-End Software Engineering
Wargaming Forge

Nicosia, Cyprus
Mar. 2025 – May 2025

EXPERIENCE

Zygos Practice Management Software
Full-time - Fullstack Developer

Limassol, Cyprus
Aug. 2025 – Present

- Helped build the full system (front-end and back-end) using Vue.js, TailwindCSS, and Laravel.
- Developed UI parts in Vue.js that are responsive.
- Built reusable Vue.js components and implemented responsive UI changes using TailwindCSS.
- Worked with the Design, QA, and PM to deliver new features and updates.

Zygos Practice Management Software
Internship - Fullstack Developer

Limassol, Cyprus
Jun. 2025 – Jul. 2025

- Developed full-stack features for *the absence system* using Vue.js, TailwindCSS, and Laravel.
- Made UI parts that look good and work well on phones, tablets, and computers.
- Created back-end endpoints in Laravel for things like employee data, work steps, and checking information.
- Worked with the team to launch new features and fix bugs.

Noteris Limited Services
Full-time - HTML Developer

Limassol, Cyprus
Oct. 2023 – Jun. 2025

- Worked with Storyblok CMS to manage dynamic content and integrate custom JavaScript.
- Developed responsive interfaces using HTML, CSS, and JavaScript.
- Collaborated across teams to deliver new features and optimize site performance.

UIBS - United Business Solutions
Internship - Web Developer

Limassol, Cyprus
Sept. 2022 – Dec. 2022

- Executed web development tasks, contributing to UI improvements and new features.
- Collaborated in meetings, organizing project logistics and supporting team goals.
- Implemented features using HTML, CSS, JavaScript, and prepared research documentation.

PROJECTS

Absence System | Team Project @ Zygos

- Built a simple system for employees to request and track absences.
- Made it easy for managers to approve or reject absence requests.
- Helped improve communication between team members and HR.

IXN Partners (UIBS) | UI/UX Designer, Web Developer

- Created interactive sitemaps and wireframes using Axure.
- Supported front-end development and collaborated with developers.

PATH VR Game | C# Programmer, Unity Developer

- Developed VR gameplay mechanics and interactions in Unity.
- Collaborated with designers and developers to integrate features.
- Implemented immersive VR interfaces and mechanics using C#.

Greenie - Recycling Reward App | Figma Designer

- Conducted user research and developed strategic design plans.
- Designed sitemaps, wireframes, and high-fidelity prototypes in Figma.

TECHNICAL SKILLS

Languages: HTML/CSS, JavaScript/Typescript, SQL, C#

Frameworks: Vue.js, Laravel, TailwindCSS, Bootstrap

Tools: Unity, VSCode, Visual Studio, Figma, GitHub

Adobe: Photoshop, Illustrator, Lightroom, Premiere Pro

Languages Spoken: Greek, English, Spanish (A1)