

Contact

www.linkedin.com/in/keleftheriou
(LinkedIn)
www.flicktype.com (Company)

Top Skills

Web Applications

JavaScript

MySQL

Languages

English (Native or Bilingual)

Greek (Native or Bilingual)

Publications

SVBA Finalist Presentation

Dynamic & Efficient Font Resizing on iOS

Patents

Data input system and method for a touch sensor input

Text input prediction system and method

User interface for input functions

Crowd-sourced classification of non-words vs words

3rd party keyboard platform on iOS

Kosta Eleftheriou

Founder at FlickType
San Francisco

Summary

Accomplished entrepreneur with a focus on text input and accessibility software. Passionate about the novel user interfaces of tomorrow, and seeking creative solutions to the tough problems of today.

I enjoy turning an idea into reality through research, prototyping, and scaling. Three of the companies I founded have been acquired by Google, Pinterest, and Formax Group.

I am an engineer and tinkerer at heart, and I believe that pruning is just as important as building. Using a pragmatic and user-centric approach, I design and create software that delights millions.

I am a strong communicator of the vision, the values, and the goals. I lead by example, and earn the trust of the people I work with. I deeply enjoy learning, mentoring, and helping others succeed.

Experience

FlickType

Founder

March 2018 - Present (3 years 4 months)

San Francisco Bay Area

Award-winning keyboard app. FlickType's universal design makes typing easier, faster and more comfortable, regardless of visual ability or screen size — even on a smartwatch!

- "Simple, enjoyable, and highly effective" - Forbes
- "Apple Watch App of the Year" - AppAdvice
- "Works flawlessly" - iMore
- "Astonishingly accurate" - INSIDE
- Included in the "Apps for Accessibility" collection by Apple
- Endorsed by the National Federation of the Blind

- Endorsed by the American Foundation for the Blind

Faceflix

Founder

2017 - 2018 (1 year)

San Francisco Bay Area

An experiment to create a real-time, face-aware video stabilization app.

Technologies: Swift, CoreImage, CoreVideo, CoreGraphics, Vision, Accelerate, AVFoundation

Pinterest

Internal Tools, Growth

June 2016 - June 2017 (1 year 1 month)

San Francisco

Working cross-functionally:

- Performed a complete overhaul of the internal iOS build & testing tools and processes, significantly increasing developer velocity, release cadence, and software quality.
- Spearheaded multiple successful product experiments, increasing conversion and retention across all platforms.

Technologies: Jenkins, Xamarin, virtualization, Objective-C, shell scripting, SQL, React, Python

Fleksy Inc.

Founder

June 2011 - June 2016 (5 years 1 month)

San Francisco

Invented a revolutionary keyboard app for blind and sighted users. Developed the initial implementation, raised \$6M, set the strategy & technical direction, grew the team to 20, and developed our IP portfolio.

- Millions of users, 45 languages, #1 App Store rank.
- 2 Guinness World Records, CES “Design & Engineering Award”.
- “Golden Apple”, “Best App 2012”, and “Developer of the Year” awards by AppleVis.
- First 3rd-party keyboard before extensions were supported by iOS.
- Prototypes for Playstation, Leap Motion, and Samsung Galaxy Gear.

Google

1 year 3 months

Software Engineer

October 2010 - November 2010 (2 months)

Founder

September 2009 - October 2010 (1 year 2 months)

BlindType: Innovative technology for touch typing, acquired by Google.

GreatApps

Founder

October 2008 - June 2010 (1 year 9 months)

Created "iSteam", an innovative, physically accurate, multi-touch simulation of a steamed-up mirror effect, with realistic droplet behavior and the ability to steam up the screen by blowing on the microphone.

The app ranked #1 worldwide, with millions of users and coverage by The New York Times, CNN, Gizmodo, and many others.

ZuluTrade

Founder

December 2006 - June 2008 (1 year 7 months)

Charlottesville, Virginia Area

Innovative, automated currency trading platform.

As the technical co-founder, I designed, architected and developed the initial system. My responsibilities included hiring and setting the technical direction, to ensure we could meet the constantly growing demand for the service. In the first 2 years the company grew to 10,000 paying users and handled more than \$2B in trading volume, eventually growing to 50 people with offices in the US, Greece, and Hong Kong.

Pafili Scaffolding

Contractor

October 2004 - May 2006 (1 year 8 months)

Created an AI system to automatically produce cost-effective scaffolding arrangements for large construction projects, such as concrete building foundations, perimeter walls, and elevator shafts. Increased productivity of company employees more than 10-fold by producing better-than-human solutions within minutes using an evolutionary algorithm.

Newsphone Hellas

Software Engineer

October 2004 - December 2005 (1 year 3 months)

Developed a web application used by the Greek Navy to manage their land and buildings, replacing their non-digital process and an entire store of 100,000s of physical documents. Responsibilities included assessing available technologies and training Navy staff.

Education

University of Warwick

BSc, Computer Science · (2001 - 2004)

University of York

MSc, Natural Computation