

# FILIPPOS KARAGIANNIS

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Portfolio: <http://loveliftlevelup.com/portfolio>  
Website: <http://loveliftlevelup.com>

## Profile

I am a highly motivated and experienced computer game developer, and a passionate gamer, and I am looking for interesting opportunities to collaborate and create sophisticated, interactive, and cutting edge games. My strengths lie in Gameplay programming using C++ and C#, developing in Unity3D, Graphics programming with OpenGL and creating AI logic.

## Education

City University of London, London, United Kingdom  
*September 2015 - September 2016*  
Degree: Computer Games Technology MSc

<i>Module</i>	<i>Mark</i>	<i>Module</i>	<i>Mark</i>
System Specification	65%	Computer Graphics	78%
Object Oriented Programming in C++	62%	Game Physics & AI	77%
Game Development Process	76%	Digital Signal Processing & Audio Programming	70%
Research Methods & Professional Issues	56%	Computer Games Architectures	70%

Grade Classification: Distinction

Thesis project: "First person game with VR Gesture Control using Leap Motion & TrinusVR"

Grade: 77%. Showcase: <http://loveliftlevelup.com/portfolio/handy-capped/>

University of Macedonia, Thessaloniki, Greece  
*September 2008 - September 2014*

Degree: Applied Informatics BSc

Modules include: Applied Mathematics, Computational Mathematics, Object Oriented Programming with Java, Computer Graphics and Virtual Reality, Multimedia Technologies and Communications, Artificial Intelligence, Software Engineering, Web Programming, Algorithms in C, Cryptography, Computer Architecture

## ICT Europe

*May 2009*

Certificate: Intermediate Certificate C

Units: Word processing, Spreadsheets, Internet Services, Presentations, Databases, General Use of PC & File management.

## Technical Skills

- Unity3D (Advanced)
- C# (Intermediate)
- C++ (Intermediate)

- OpenGL(Intermediate)
- Microsoft XNA (Intermediate)
- UML (Intermediate)
- Bullet Physics Engine (Intermediate)
- FMOD (Intermediate)
- Photoshop CS6 (Intermediate)
- Java (Beginner)
- Matlab (Beginner)
- MySQL (Beginner)
- Blender [3D modeling, Animation] (Beginner)
- Cyberlink Power Director 15 (Beginner)
- HTML, JavaScript, Wordpress (Beginner)

## Competitions

Part of the team that represented Computer Games Technology MSc at Global Game Jam 2016.

<http://globalgamejam.org/2016/games/sacrilege>

## Work Experience

### Games Programming Freelancer

*September 2016 - Present*

- Developed Gameplay mechanics for mobile game in Unity3D using C#.

### Sidenor S.A., Viohalco Group, Thessaloniki, Greece

*September 2014 - 2015*

Position: IT internship

- Server Administration Assistant, Active Directory management,
- Industry support in computer hardware and software installation
- SAP R/3 Development with ABAP and user consultancy especially in Material Management and Sales department modules, SAP Data batch input
- Active involvement in Blade server and Microsoft SQL database maintenance

### Hellenic Army, IT-Research Department, Thessaloniki, Greece

*September 2012 - June 2013*

Position: IT specialty

- Involved in the military camp network administration in association with the department's officer
- Responsible for software consultancy and hardware support
- Helpdesk and office automation supporting the entire camp

### Beach-Bar 'Enplo', Seasonal Coffee/Bar S.P.E., Thessaloniki, Greece

*May 2012 – October 2015*

Position: General Manager – Partner

- Responsible for Finance and Human Resources
- Active involvement in Public Relations and marketing

## Languages

- English – Fluent
- Greek – Mother tongue

## Personal Interests

- Multiplayer Online Battle Arena(MOBA) & Role Playing (RPG) games are my top game genre