

Filippos Karagiannis

SOFTWARE ENGINEER · GAMES PROGRAMMER

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ABOUT ME

Software engineer developing games as SaaS products, from client to back-end infrastructure with exposure to GCP. I work with C#/.NET, JavaScript, TypeScript, Java, Objective-C to develop mobile games using Unity3D, practicing agile development and emphasizing on design patterns, testability and quality. Experienced with GIT, Jira, ReSharper. Exposure to Bash, OpenGL and Test-Driven Development.

EXPERIENCE

Miniclip, Yakuto

London, UK

SOFTWARE ENGINEER - GAMES PROGRAMMER

Sep. 2017 – Now

- Developed and maintained two award-winning published multi-platform mobile games owning major areas of the codebase.
- Worked alongside the Cloud Engineering Team to implement Friend Multiplayer Matchmaking using the Facebook API for signed in users.
- Architected the client-side development of LiveOps features such as promotions and special events driven by published live content through Google Firebase.
- Led the client-side development of subscriptions and designed a player behaviour tracking system to allocate subscription offers.
- Integrated third party APIs and implemented native components for Android and iOS using objective-C and Java.

JUNIOR GAMES PROGRAMMER

Feb. 2017 – Sep. 2017

- Implemented an asset management automation tool that achieved bundle size optimization and improved work procedures using JavaScript.
- Designed and implemented a sophisticated in-game shop tracking player inventory.
- Developed gameplay mechanics and worked alongside the design team to rapidly prototype new features.

Sidenor S.A., Viohalco Group

Thessaloniki, Greece

IT MANAGER

Sep. 2014 – Jul. 2015

- Assisted in Server Administration and Active Directory management.
- Led the business support in computer hardware and software installation.
- Exposed to SAP R/3 Development with ABAP and user consultancy.

Hellenic Army, IT-Research Department

Thessaloniki, Greece

IT SPECIALTY

Sep. 2012 – Jun. 2013

- Involved in the military camp network administration in association with the department's officer.
- Led software and hardware consultancy for the entire camp and managed office automation tools.

EDUCATION

City University of London

London, UK

COMPUTER GAMES TECHNOLOGY MSc

Sep. 2015 – Jan. 2017

Classification: Distinction

Modules: Programming in C++, Computer Game Architectures, Computer Graphics, Digital Signal Processing, Systems Specification, Physics and AI, Game Development

Thesis: "VR first-person puzzle game with hand gesture recognition"

University of Macedonia

Thessaloniki, Greece

APPLIED INFORMATICS BSc

Sep. 2009 – Jan. 2013

Classification: Merit

Modules include: Applied Mathematics, Computational Mathematics, Programming with Java, CG and Virtual Reality, AI, Neural Networks, Software Engineering, Web Programming, Algorithms in C, Cryptography, Computer Architecture

COMPETITIONS

- Exhibited thesis at Made@City 2017 annual university exhibition as work that demonstrates true innovation, creativity and an excellent use of technology.
- Represented the Computer Games Technology MSc course at the Global Game Jam 2016.