

# Filippos Karagiannis

SOFTWARE ENGINEER · GAMES DEVELOPER

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## ABOUT ME

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Experienced Software Engineer with a passion for game development, a great eye for detail and a can-do attitude, interested in making titles that reach a large audience and wow people. Currently at Yakuto as Lead Game Developer where we develop SaaS game applications in an Agile Environment. The stack I work with includes C#/.NET, Java, Objective-C, JavaScript and the Unity3D Engine. I also have strong exposure to various GCP products and emphasize on design patterns, testability and quality. Also experienced with GIT, JIRA, and got some exposure to CI/CD

## EXPERIENCE

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### Yakuto, Miniclip

London, UK

LEAD GAMES DEVELOPER

Aug. 2020 – Now

- Managed two published games with over 50 million cross platform users whilst working on our next release, responsible for monitoring stability and performance as well as keeping services and tools up to date.
- Led and mentored a small team of developers responsible for distributing responsibilities and tasks according to the sprint needs.
- Worked alongside production to timeline and implement new features, focusing on user acquisition, retention and monetisation.

GAMES DEVELOPER

Sep. 2017 – Aug. 2020

- Developed client-server based multiplayer solutions for time-shifted and real-time multiplayer functionality utilising Google Firebase services.
- Worked alongside CTO to develop scalable cloud-based game systems exploiting multiple GCP products and services and got exposed to peer-to-peer networking architecture for real-time multiplayer methods.
- Co-Architected and developed key areas of our multi-layered Framework with a focus on Data Driven approach.
- Worked on performance optimisation techniques such as LOD Profiles based on device capabilities, multithreading patterns using ThreadPools and remote assets distribution.
- Developed client-side LiveOps systems driven by a web-based publishing system which allowed for remote configuration, versioning, and live operating products and events.
- Implemented core features owning major areas of the code base including User Authentication, In-App Purchasing and Purchase Verification, store Subscriptions and Leaderboards.
- Integrated third party APIs and implemented native components for Android and iOS using objective-C and Java.
- Created build workflow tools and practiced Unit Testing and TDD.

JUNIOR GAMES DEVELOPER

Feb. 2017 – Sep. 2017

- Developed gameplay mechanics and worked closely to the design team to rapidly prototype and develop new features in Unity3D.
- Developed Unity Editor tools to improve work processes.

### Sidenor S.A., Viohalco Group

Thessaloniki, Greece

IT MANAGER

Sep. 2014 – Jul. 2015

- Assisted in Server Administration and Active Directory management.
- Orchestrated the business support in computer hardware and software installation.

### 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

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### City University of London

London, UK

COMPUTER GAMES TECHNOLOGY MSc

Sep. 2015 – Jan. 2017

Classification: Distinction

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

### University of Macedonia

Thessaloniki, Greece

APPLIED INFORMATICS BSc

Sep. 2009 – Jan. 2013

Classification: Merit

## SKILLS & EXTRA

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- 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.