

Alex Koukoulas

Software Engineer Student

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Education:

- 2013-2017 Software Engineering, BSc (2:1 expected)
University of Glasgow

Skills:

- **Programming Languages:** C++(3 years); Java(3 years); Python(2 years); HLSL(2 years); Assembly(1 years);
- **Game Programming Techniques:** collision detection techniques; pathfinding algorithms; Phong reflection model; resource management; space partitioning data structures; tile maps; virtual cameras;
- **API and Libraries:** Direct3D 11; OpenGL 3.3; STL; Windows API; LWJGL; Box2D; Javax Swing;
- **Development Tools:** Visual Studio 2013/2015; Emacs; HexEdit; GIT; SVN; BAT files;
- **Operating Systems:** Windows; Scientific Linux;

Projects:

(Demos and source code available on my website and Github profile)

- **Defence of the Moderns(PC, Under Development)**
Languages: C++ (Direct3D 11.0)
Info: A unique 3D tower defence game combining strategy with FPS elements, featuring different types of dynamic lighting, progressively challenging AI and many custom textures and models.
- **PokeRevo(PC) 2014-2015**
Languages: C++, Java (Direct3D 11.0)
Info: A prototype 3D recreation of an old Gameboy title with custom 3D models and textures. Furthermore an external bitmap manipulation tool was developed to translate the original level textures into engine-friendly level files.
- **ScrabbleGL(PC) 2013-2014**
Languages: Java (OpenGL 3.3)
Info: A 2D adaptation of the original board game. The title features customizable and responsive UI and AI game sessions.