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# Nicholas Arampatzoglou



## Game Designer / Game Developer

Thessaloniki

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## SKILLS

- Game Design
- Godot Knowledge
- Multiple programming languages ( C# / C / GDScript )
- GDD creation/consulting
- Unity Knowledge

## EXPERIENCE

**Eteros Studios** - *Developer/Designer of **Endlanders***

July 2019 - PRESENT

- Developer
- Programmer/designer
- Art direction
- Sound design
- Game design

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## **Busy Bumbler Games** *Game Designer*

August 2023 - PRESENT

- Game designer
- GDD creation

## **Exoworlds LLC** *Game Designer*

July 2022 - January 2023

- Game designer
- GDD creation
- Production

## **Freelancer**

- [Worked](#) as a developer/designer for studios and individuals on multiple projects

## **Dataland, Eleftheroupoli** - *Salesperson/Repair/Customer Support*

January 2015 - PRESENT

- Repairing PC/Electrical devices
- Consulting with IT
- Sales

## **Festivals/Exhibitions**

- ADAF 2022 : Exhibitionist (Endlanders)
- Gameathlon 2022 : Exhibitionist (Endlanders)
- Gamescom 2023 : Sent with mission group of [GDAG](#), Greece's Association, to present Greek games

## **Miscellaneous**

- Volunteered in multiple festivals/organizational events as multiple roles, from bartending to event organizing
- Multiple small-scale projects (Game Jams/DnD campaigns)
- Aggressive saxophone player (very loud)
- Gamer since 2005, played almost all genres extensively

## **EDUCATION**

### **International Hellenic Universe (IHU)**- *Software Engineer*

September 2016 - PRESENT

Currently studying at IHU as a software engineer.