
Nicholas Arampatzoglou



Developer

Thessaloniki

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Developer with 5 years of experience, with multidisciplinary capabilities.

SKILLS

- Multiple programming languages (C# / C++ / GDScript)
- Angular
- Project Production
- Unity/Godot (Game Development)
- Teaching
- Game Design

EXPERIENCE

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

July 2019 - PRESENT

- Developer
- Production
- Programmer
- Art direction
- Sound design

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- Game design

eNVy Softworks *Game Designer*

Worked full-time on a few projects.

November 2024 - PRESENT

- Game designer
- GDD creation
- Production

Funigami *Game Designer/developer*

Worked part time in a few projects.

November 2024 - PRESENT

- Game designer
- Developer

Busy Bumbler Games *Game Designer*

Worked part-time on their flagship title.

August 2023 - November 2023

- Game designer
- Development consultant
- Tool creation

Exoworlds LLC *Game Designer*

Worked part-time on their flagship title.

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)

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- Gameathlon 2022 : Exhibitionist (Endlanders)
 - Gamescom 2023 : Sent with mission group of [GDAG](#), Greece's Association, to present Greek games
 - Gamescom 2024 : Sent with mission group of GDAG, presented project to exhibition.

Miscellaneous

- Volunteered in 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. Have "frozen" my studies to focus on my work and portfolio.