Nicholas Arampatzoglou

Game Designer / Game Developer

Thessaloniki
(+30) 6945274299
atermnus@gmail.com
nick.arampatz@gmail.com

SKILLS

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

EXPERIENCE

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

July 2019 - PRESENT

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

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 festivals/organizational events as multiple roles, from bartending to event organizing
- Has volunteered as a teacher in campus, teaching programming and neural networks
- 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.