

DIMITRIOS DEVLITIS

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SOFTWARE DEVELOPER

Creative and driven Software Developer with a strong foundation in Computer Science and hands-on experience building immersive games, scalable applications, and user-focused systems. Combines technical precision with a strong design mindset, delivering clean, efficient and engaging solutions. Currently pursuing a Master's degree while continuously expanding technical expertise through real-world projects and self-initiated development.

🖥 TECHNICAL SKILLS

Languages & Tools:

C# | Unity | C++ | Java | JavaScript | Python | Git | React (Foundational)

Development Concepts:

Object-Oriented Programming | AI Behaviour | Game Mechanics | Procedural Generation | UX/UI Design | Systems Architecture | Networking | Algorithms | Performance Optimisation | API Integration

Professional Strengths:

Problem Solving | Creativity | Adaptability | Analytical Thinking | Time Management | Team Collaboration | Strong Ownership | Attention to Detail

🎓 EDUCATION

Master's Degree – Artificial Intelligence (In Progress)

Royal Holloway, University of London | Present

BSc (Hons) Computer Science – 2:2

Royal Holloway, University of London | 2020 – 2024

🚀 SELECTED PROJECTS

Asteroid Miner – Unity / C# (Final Year Project (77% - First-Class Project Grade))

- Developed a top-down shooter featuring procedural chunk generation and real-time enemy AI behaviour.
- Implemented object pooling, enemy spawning systems, and responsive UI components.
- Managed the full development pipeline independently, from concept to final delivery.

Weather Application (JavaScript)

- Built a real-time weather app using geolocation for default city detection.
- Implemented manual city search and dynamic data rendering for enhanced user control and usability.

Algorithmic Trading System – C

- Designed a logic-based trading system applying technical strategies and data-driven decision making.
- Focused on efficiency, structure, and reliability of trading execution.

Chat Application (In Development)

- Creating a custom chat platform with planned voice and video communication features.
- Exploring real-time data handling and scalable architecture design.

Browser-Based Game Projects (JavaScript)

- Developed interactive browser games, integrating game logic, animations, and responsive controls.
- Experimented with gameplay mechanics and performance optimisation.

Top-Down Shooter Prototype

- Created a prototype shooter focusing on enemy behaviour systems, movement logic, and combat flow.
- Strengthened understanding of game loop architecture and player engagement design.

👛 PROFESSIONAL EXPERIENCE

Waiter / Barista / Kitchen Porter

Benugo, Egham, UK | 2020 – 2025 - Thrived in a high-pressure, fast-paced environment delivering high-quality service. - Demonstrated exceptional multitasking and communication skills. - Strengthened teamwork, discipline, and resilience.

Pharmacy Assistant

Village Pharmacy, Slough | 2017 - Assisted in accurate prescription handling and supported daily operations. - Maintained strict confidentiality and attention to detail.

Volunteer Assistant

Cancer Research UK, Slough | 2016 - Supported retail operations and customer engagement. - Assisted with inventory organisation and store presentation.

📖 ACADEMIC MODULES

Artificial Intelligence | Software Engineering | Algorithms & Complexity | Databases | Operating Systems | Cryptography | Network Security | Functional Programming | Computational Optimisation

🎤 SEMINARS

Web Security Seminar Speaker

Computer Science Student Convention, Greece (2014)
Delivered a presentation on web security principles, demonstrating advanced communication skills and early technical awareness.

✅ ADDITIONAL INFORMATION

Full UK Driving Licence | EU Settlement Scheme | Fluent in English & Greek
References available upon request.