***Dean Georgiou***

***Video Game Developer***

**Professional profile**

I’m an energetic passionate team player game design development student, I have the drive to make good games into epic ones**.**

**Education**

Game Design & Development Program - triOS College – Toronto, ON In Progress

Program Segments

\* Video Game Core Theory

\* Video Game Development Fundamentals

\* Unity Video Game Development

\* Video Game Design Structures

\* Mobile Game Development

**Game Design**

\* GDD (game design document)

\* Experience in Level Design using portal level editor

\* Experience in game scripting

\* Helped play test other classmate’s games as well as my own

**Engines**

\* Unity 5 \* Unreal 4 \* Android Studio \* Xcode

**Software**

\* C++ \* swift \* Maya Auto desk \* CSS

\* C# \* Java \* Microsoft Office \* HTML

\* JavaScript \* Adobe Photoshop\* Sublime Text

**Developed and worked on the following games:**

\* The last stance (Unity C#, PC)

\* Survive (Unity C#, PC)

\* The Last Putt (Xcode Swift, PC)

\* Get Toasted(android studio java, PC)

\* RUN(Unreal 4 blueprints, PC)

**Relevant Work Experience**

Peterborough Game Jam

Pirate Defender Game February - 2018

\* 2D Side Scrolling Infinite Runner

\* Made with Unity C#

Little Blue Isle Studio

\* Helped with their game testing