**Dean Georgiou**

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**Profile**

An energetic and passionate game design and development graduates driven to make good games into epic games.

**Highlights of Qualifications**

* Able to think and troubleshoot different problems
* Passionate to make games
* Have experience with different coding language and game engines that meets the game industry requirements
* Able to work independently and come up with different ideas
* Able to work under pressure
* Great Team member
* Meet deadlines

**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

**Engines**

* Unity 5
* Unreal 4
* Android Studio
* Xcode

**Languages**

* C++
* swift
* C#
* Java
* JavaScript

**Software**

* Adobe Photoshop
* Microsoft Office
* HTML, CSS
* Sublime Text
* Maya Autodesk

**Education**

Game Design & Development Program - triOS College March 2017 - February 2019

Program Segments:

* Video Game Core Theory
* Video Game Development Fundamentals
* Unity Video Game Development
* Video Game Design Structures
* Mobile Game Development
* Video Game Development with Low Level Graphic Rendering Engine

**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**

Return zero gaming studio (Intern) November 2018 - February 2019

Worked on a multiplayer Battleship game built in Unity with C#. Also, used Github for version control. Involved in all aspects of development cycle from conceptual planning to deployment.

Peterborough Game Jam

Pirate Defender Game February 2018

* 2D Side Scrolling Infinite Runner
* Made with Unity C#

Little Blue Isle Studio

* Helped with game testing

**Work Experience**

Security Guard MLSE, Toronto, ON March 2016 – Present