**Dean Georgiou**

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<https://dkg333.github.io/Portfolio/>

**Profile**

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

**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 alone and come up with different ideas
* Able to work under pressure
* Great Team member
* Meet deadlines
* Passionate to make games

**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
* C#
* Java
* JavaScript
* Adobe Photoshop
* Microsoft Office
* HTML, CSS
* Sublime Text
* Maya Auto desk

**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
* 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**

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

**Work Experience**

Security Guard MLSE, Toronto, ON March 2016 – Present

* In charge of people safety
* In charge of gates getting patrons in safely
* Watch the Fire Door Exit to ensure no alcohol leaves the premise
* CPR certified and Smart Serve
* Have to roam the building no ensure no wrongdoing on the facility