

Enea Papakostandini

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Summary of Qualifications

- Highly motivated 3rd-year Computer Engineering student with strong engineering analysis and report-writing skills developed through 2+ years of innovative academic projects
- Strong organizational skills and ability to effectively communicate with a large multidisciplinary team which was demonstrated during Game Maker's Union and personal projects

Technical Skills

Java, Python, C, C#, Rust, HTML, CSS, Javascript, MatLab, Quartus/VHDL, MultiSim, Lab Instrumentation such as Multimeters and Oscilloscopes, GitHub

Education

Bachelor of Engineering - Computer Engineering

Sep 2023 - Exp. May 2028

Toronto Metropolitan University

cGPA: 3.21/4.33 | Dean's List 2025

Academic and Personal Projects

Building Functional ALU

Nov 2024

- Collaborated with a partner to build a functional Arithmetic Logic Unit in Quartus II, achieving a grade of 100%
- Successfully programmed the registers, decoder, and finite state machine from scratch in VHDL

Programming Library Interface

Apr 2025

- Successfully programmed a library manager software in Java alongside 2 group members, reaching a grade of 95%

Video Game Development

Apr 2025 - Current

- Spearheaded the development of a video game, producing a playable prototype with 45 minutes of completed gameplay
- Facilitated the development of the prototype while directing up to 12 members, including 5 artists, 3 writers, 1 composer, and 2 game designers
- Implemented the entire prototype in the Godot game engine including the physics logic, player and enemy state machines, and saving/loading data

Extracurricular Activities

Programmer | Game Maker's Union (GMU)

Sept 2024 - Nov 2024

- Programmed the weapon system for Final Envoy, a game developed by GMU that has been published and used to compete in events
- Contributed to the completion of a finalized video game with a team of 100+ developers