Enea Papakostandini

Toronto, ON | enea.papakostandini01@gmail.com | 647-939-4179 | https://eneapkd.github.io/

Summary of Qualifications

- Highly motivated and detail-oriented 3rd-year Computer Engineering student with a strong foundation in software development, hardware design, and full-cycle project leadership
- Proven ability to design, implement, and deliver complex academic and personal projects using a variety of languages and frameworks
- Effective communicator with experience coordinating multidisciplinary teams of up to 12 members

Technical Skills

Java, C, HTML, CSS, Javascript, VHDL, MATLAB, GitHub, Quartus II, MultiSim, Godot

Education

Bachelor of Engineering - Computer Engineering   *Sep 2023 - Exp. May 2028*
Toronto Metropolitan University
cGPA: 3.20/4.33 | Dean's List 2025

Academic and Personal Projects

Portfolio Website | HTML, CSS, JavaScript   *Aug 2025-Sep 2025*
- Engineered a responsive personal portfolio website from scratch using HTML, CSS, and JavaScript to showcase projects and experience

Building Functional CPU | VHDL, Quartus II   *Nov 2024*
- Architected and implemented a simple central processing unit (CPU) in VHDL using Quartus II, achieving a perfect grade of 100%
- Developed key components including registers, a decoder, and a finite state machine from the ground up

Global Temperature Trend Analysis | C, GNUplot   *Apr 2024*
- Engineered a C program to process and analyze a 250+ year global temperature dataset, implementing efficient algorithms for sorting and calculating key metrics (averages, min/max)
- Architected a data visualization pipeline using GNUplot to generate plots of long-term climate trends from the processed data
- Led a 4-person team through the full software development lifecycle, from data parsing and analysis to visualization and reporting

Experience

Project Lead & Programmer | Heavensent Game Development   *Apr 2025 - Present*
- Spearhead development for a video game prototype, directing a multidisciplinary team of 12 artists, writers, composers, and designers
- Engineered core game systems from scratch in Godot, including physics logic, player/enemy state machines, and a save/load data system
- Facilitated Agile workflows to achieve milestones, resulting in a playable prototype

Programmer | Game Maker's Union (GMU)   *Sept 2024 - Nov 2024*
- Developed the core weapon and combat logic for Final Envoy, a game built by a 100+ developer team for submission to the Level Up Showcase
- Collaborated within a large-scale Agile environment to integrate systems and meet project deadlines