

# EVANGELIA CHAMILAKI

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## Education

**Game and Media Technology, Utrecht University, The Netherlands** 2023 - Ongoing

*MSc Game and Media Technology*

- Currently attending the Master programme Game and Media Technology

**Computer Science Department, University of Crete, Greece** 2018 - 2022

*BSc Computer Science*

7.72/10, 8<sup>th</sup> in class

- Thesis: Motion Capture Methods For Skeletal Animations (supervised by professor George Papagiannakis)

## Work Experience

**Teaching Assistant** Nov 2024 – Feb 2025

*Utrecht University*

Starting teaching assistant position in Computer Animation course.

**Junior Developer** Nov 2022 – Nov 2023

*BusinessCode Gmbh*

*Remote*

Developed a Java application which facilitated the parsing and database integration of large scale Excel and CSV files.

Contributed to a User Interface using online crawler to extract information from clients' websites and integrate them (Java, mySQL).

**3D Developer** Apr 2022 – Oct 2022

*ORamaVR*

Rigging, weight painting and texture creation for models applied to medical operations in Virtual Reality (Maya, Substance Painter, Materialize, Unity).

**Unity Developer** Oct 2021 – Mar 2022

*ORamaVR*

Remastered version of a Virtual Reality medical operation (Unity, C#).

**Front-end developer Internship** Jul 2021 – Sept 2021

*WomenDoBusiness*

Creation and development of website (Wordpress, CSS, HTML).

## Projects

**Escape Together** 2024

*Serious Gaming*

A cooperative escape room game created in Unity, aiming to enhance effective collaboration and communication.

One player receives a PDF file with instructions, while the other navigates the game, relying on teamwork to escape. A user study evaluated the game's ability to improve collaboration between players.

Several in-game artworks were personally created by me.

**GyroText** 2024

*Mobile Interaction*

A mobile text selection application developed in Android Studio, utilizing tilting controls via the phone's gyroscope and accelerometer for one-handed use. A user study was conducted to assess usability, user preferences, and challenges.

**Windmill Physics Project** 2024

*Game Physics*

A low-fi physics project created in Unity, the windmill's rotation speed is affected by a slider which demonstrates the wind force. It is calculated using a simplified version of Navier Stokes, as the slider value increases, the wind force also increases accordingly.

<b>Convolution Neural Networks</b>	<b>2024</b>
<i>Computer Vision</i>	
Trained CNN models for image and video classification, mainly using the LeNet-5 architecture, and optimized model performance through validation and experimenting with different architecture modifications. Applied transfer learning and optical flow for action classification in still images and videos.	
<b>The Cyclist</b>	<b>2023</b>
<i>Crowd Simulation</i>	
A low-fi crowd simulation project in which cyclists and pedestrians are roaming the roads with priority and pedestrian crossings. A two case scenario, first a two lane road with an obstacle and second a crossroad. Implemented in Unity and creation of road models was done by me.	
<b>Advancing Realism in Speech-Driven Animation</b>	<b>2023</b>
<i>Computer Animation</i>	
A comparative survey between three speech-driven facial animation methods, highlighting their differences and advantages of each used approach.	
<b>Motion Capture Methods For Skeletal Animations</b>	<b>2022</b>
<i>Bachelor Thesis</i>	
Implemented the pipeline of creating an animation using motion capture. Researched for the most optimal online motion capture tool to import it into Unity 3D. Also created a tool in Unity, which is an automated Animator Controller.	
<b>Graphical User Interface of a “Booking a table in a restaurant” webapp</b>	<b>2022</b>
<i>Human-Computer Interaction</i>	
Created the design of a web application in Figma, with various functionalities such as Making a Reservation, View Restaurant Details, Fill in Reservation Details etc. The main point of this project was to create a user friendly and convinient application, based only on the design of it.	
<b>Mimication of a webpage</b>	<b>2022</b>
<i>Human-Computer Interaction</i>	
Created the webpage of a library in three different resolutions, making it responsive and aligning the exact layout of the given assignment. (used Bootstrap, HTML, CSS, Javascript).	
<b>Personalized Health System</b>	<b>2021</b>
<i>Internet-based Programming</i>	
Creation of website in which a patient and a doctor can login, with multiple functionalities such as making an appointment, search for doctors, see exams etc. (JavaServlets, XML responses and sends, CSS, HTML)	
<b>Panama Paper Analysis and Fraud detection</b>	<b>2021</b>
<i>Dynamics of Complex Networks</i>	
Search for frauds using different algorithms in a data network and furthermore analysis using tools such as embeddings. (Java, Python)	
<b>Mario Game</b>	<b>2021</b>
<i>Development of Smart Interfaces and Games</i>	
Development of a 2D Game Engine and an alternative replication of Super Mario Bros game. (Allegro5, C++)	
<b>Alpha Compiler</b>	<b>2021</b>
<i>Languages and Translators</i>	
Development of a Compiler and Virtual Machine for Alpha programming language. (Lex, C)	
<b>Accident and Emergency Unit Interface</b>	<b>2021</b>
<i>Files and Databases</i>	
Developed a low-fi website for a hypothetical hospital. Patients can book appointments and doctors can review the patients’ emergency situation, in order to prescribe medication, give diagnosis etc. (Java, JavaServlets, HTML, CSS).	

## Technical Skills

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**Languages:** Python, Java, C, C#, C++, JavaScript, SQL

**Web Development:** HTML, CSS, Bootstrap, XML, JavaServlets

**Frameworks & Databases:** PostgreSQL, PyTorch, AJAX

**Technology:** Docker

**3D Development:** Maya, Substance Painter, Materialize

## Honours and Awards

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**1<sup>st</sup> place in Piano Competition**

**2022 and 2023**

Participated for two consecutive years in an international Piano Competition, and my performance was rated 97/100 and 96/100 which resulted to be in the first place.

**9.6 grade in Piano Degree**

**2021**

Acquiring a piano degree required consistent dedication to goals and a commitment to constant study. Beginning piano lessons at the age of 6, the degree was earned after 14 years of focused effort, demonstrating a strong commitment to long-term objectives and consistency.