Georgios Veropoulos

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About me:
Games Programmer and Tools Developer

● WORK EXPERIENCE

2020 – 2020 – Athens, Greece
LEVEL DESIGNER – ORFEAS ELEFTHERIOU

Designed most of the levels for the Steam game Mark One

● PROJECTS

09/2021 – 10/2021
Sky Cubes

https://play.google.com/store/apps/details?id=com.BugatsaGames.Cubes
Designed and created my first mobile game

03/2021 – 03/2021
FPS bird hunting

https://georgiosveropoulos.itch.io/bird-hunting-project
Developed character movement and logic of bullet controls
Created animation for fps view

03/2020 – 04/2020
Azure Commando

https://georgiosveropoulos.itch.io/azure-commando

Developed the movement of player/enemies
Developed the damage and states logic
Developed the UI and the final boss phases

05/2019 – 05/2019
Life

https://georgiosveropoulos.itch.io/life
Designed the story telling and lore of the project
Designed the level and checkpoint progress

05/2019 – 05/2019
RUUUN!!!

https://georgiosveropoulos.itch.io/ruuun
Developed the AI of enemies
Developed Gameplay Systems

03/2019 – 04/2019
Music Visualizer

https://www.youtube.com/watch?v=wqUEJQbKp_Y
Developed a music visualizer in Unity Engine
Developed the logic

05/2021 – 09/2021
Improved Light Creation in Unity

My thesis project
Developed a new UI with added features for light creation in Unity
Developed an automatic way of assigning light probes into a scene just by using the baked NavMesh in Unity