



Georgios Veropoulos

Date of birth: 31/05/1996 | **Nationality:** Greek | **Gender:** Male |

(+30) 6940175374 | giorgosv1996@gmail.com |

<https://georgiosveropoulos.github.io/> |

<https://www.linkedin.com/in/giurgos-veropoulos-7ba610183/> |

<https://www.instagram.com/giorgosvero/> | Athens, Greece

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