

George TZORTZOPOULOS

Taking part in the creation of innovative and fun games, using modern technologies and gadgets, I offer 7+ years of professional experience, my skills and passion for quality games to a demanding and fast-paced environment with an eye on detail and aesthetics.

Key Skills and Knowledge

Experience

➤ **Krafton – Vector North**
Senior Gameplay Programmer January 2024 – Present

Project Gold Rush – Development of modular gameplay systems for an online action-adventure sandbox game, bouncing between rapid prototyping and deep refactoring.

- **Tech:** UE5, C++
- **Platforms:** PC
- **Tasks:** Gameplay features (quests, weather, mining, resources, moving levels, props, events, progression, wanted system et al.), multiplayer optimizations, prototyping, bug fixing

➤ **505 Games – DR Studios**
Gameplay Programmer May 2021 – November 2023

Hawken Reborn – Gameplay programmer and owner of gameplay related systems for an online, live-service game, while managing the Gameplay code team. Designed, prototyped and worked on a variety of gameplay systems and features.

- **Tech:** UE4, C++, Playfab/Azure
- **Platforms:** PC
- **Tasks:** Gameplay features (e.g. 3Cs, abilities, weak spots, missions, unit/prop spawning/management, difficulty scaling, resources, economy), physics, multiplayer optimizations, VFX/SFX, tools, plugins, UI, task management, mentoring, code reviews, planning, prototyping, bug fixing

➤ **Climax Studios**
Programmer Jun 2020 – May 2021


EA Sports PGA Tour – Generalist programmer in various domains including gameplay, rendering and platform specific optimizations.


- **Tech:** Frostbite Engine, C++
- **Platforms:** PC, PS4, PS5, XB1, XBOX
- **Tasks:** Profiling, optimizations, bug fixing

Personal Info

 **Nationality:** Greek

 **Age:** 34

 **Address:**
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Palaio Faliro 17564, Greece

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 **Portfolio:**
www.gtztortzopoulos.com

 **LinkedIn:**
<https://www.linkedin.com/in/george-tzortzopoulos/>

Destruction AllStars – Accessibility work for a multiplayer arena game with vehicular combat.

- **Tech:** UE4, C++
- **Platforms:** PS5
- **Tasks:** Input, UI, rendering, settings, bug fixing

➤ **Nacon – Kylotonn**

Gameplay Programmer

Oct 2018 – Mar 2019

Test Drive Unlimited – Porting a vehicular game from an external proprietary engine to the in-house one.

- **Tech:** KT Engine, External Engine, C++
- **Platforms:** PC, PS5, XBOX
- **Tasks:** Porting a massive codebase

WRC 8 – Gameplay programmer for the official game of the WRC championship.

- **Tech:** KT Engine, C++
- **Platforms:** PC, PS4, XB1
- **Tasks:** Gameplay features (e.g. crew management, quests, dynamic weather), UI, rendering, tools, bug fixing

➤ **Okénite Animation**

Developer

Feb 2018 – Sep 2018

Worked on various real-time rendered applications.

- **Tech:** UE4, C++, Unity, C#
- **Platforms:** PC, VR/AR, Mobile
- **Tasks:** feature development, R&D, UI, rendering, shaders, model creation/optimization/integration

➤ **Fremen Corp**

Developer (Intern)

Jun 2017 – Dec 2017

Worked on various mobile and web serious games and gamified applications.

- **Tech:** Unity, C#, Python, JavaScript/HTML/CSS, jQuery
- **Platforms:** Mobile, Web
- **Tasks:** Gameplay features, full-stack development, client/server communication, bug fixing, QA

[\(refer to the portfolio for more projects and information\)](#)

Education


University of Piraeus (Greece) – Bachelor in Informatics
Software Engineering and Intelligent Systems


University of Castilla-La Mancha (Spain) Erasmus in Informatics


Languages:

Greek (native), English (proficient), French (intermediate), Spanish (intermediate)

Interests

 **Gaming** – I spend a lot of my free time playing both casual and competitive games of various game genres, while I also tend to be up-to-date in relation to gaming news and share them with the people around me.

 **Music** – I play various musical instruments, with drums being the one that passionates me the most, I have had various releases and live performances.

 **Cartoons** – I love cartoons; animated movies/series but most of all Japanese anime.