

# George TZORTZOPOULOS

I aim to take part in the creation of innovative and fun games, using modern technologies and gadgets while offering 5+ years of professional experience, skills and passion for quality games to a demanding and fast-paced environment with an eye on detail and aesthetics.

## Key Skills and Knowledge

### Skills

#### Languages

- Proficient in: C++, C#, Java, Javascript, HTML, CSS, jQuery
- Familiar with: Python, SQL, PHP, R, LSL

#### Plugins, frameworks & SDKs

- Experienced in: NVidia GameWorks, ARCore, ARKit, Vuforia, Amplify Shader Editor, OpenCV, WPF, Django, Node.js, Handlebars, Marionette, Less.js

#### Software

- Graphics Engines: Unreal Engine 4, Unity3D, Proprietary Engines, OpenSim. Familiar with: CryEngine
- Platforms: PC, PS4, XB1, Android, iOS
- IDEs: Rider, Visual Studio, MonoDevelop, Code::Blocks, Eclipse, Android Studio, Xcode
- 3D – Graphics Editors: Maya 2017, Adobe Photoshop CC, MightyBake, Quixel, Marmoset Toolbag 3
- Version Control: Perforce, Git, SVN  
GUI's: P4V, GitKraken, Tortoise SVN, SourceTree, GitHub
- Also experienced in: pgAdmin, PostgreSQL, Matlab, RStudio, Adobe Dreamweaver, CMS (Joomla, Drupal), XAMPP, Windows Server 2016, Filezilla, MS Office

### Experience

#### DR Studios – 505 Games

*Gameplay Programmer* May 2021 – Present

- Duties: features development, debugging
- Skills acquired: gameplay programming, C++, UE4, replication, live-game workflow, team management

#### Climax Studios

*Programmer* Jun 2020 – May 2021

- Duties: features development, debugging
- Skills acquired: gameplay programming, C++, proprietary engines, working on consoles (PS4, XB1), AAA games

#### Kylotonn


*Gameplay Programmer* Oct 2018 – Mar 2019


- Duties: development of gameplay features
- Skills acquired: gameplay programming, C++, proprietary engines, input, UI, shaders, collaboration with designers and artists, game production procedure

## Personal Info

 **Nationality:** Greek


 **Age:** 32

 **Address:**  
Orfeos 12  
Palaio Faliro 17564, Greece

 **Phone:**  
+30 6942991517

 **Email:**  
[george.tzortzopoulos@gmail.com](mailto:george.tzortzopoulos@gmail.com)

 **Website:**  
[www.gtztortzopoulos.com](http://www.gtztortzopoulos.com)

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

 **GitHub:**  
<https://github.com/Gheldar>

 **Skype:**  
[george.tzortzopoulos@gmail.com](https://www.skype.com/people/george.tzortzopoulos)

## **Okénite Animation**

*Developer*

Feb 2018 – Sep 2018

- Duties: development of real-time rendered applications, asset integration, R&D, modelling-texturing & model optimization
- Skills acquired: game development, game editor plugins and modification, VR/AR, modelling principles for real-time applications, optimization according to hardware, object/image recognition, high-level design

## **Fremen Corp**

*Developer (Intern)*

Jun 2017 – Dec 2017

- Duties: full-stack development and modifications of serious games and gamification of applications
- Skills acquired: game development, web application development, mobile development, working under clients' specifications, QA

## **Projects**

**Professional** – Participating in the development of various professional projects concerning

- Games
- VR/AR
- Serious games and gamified applications
- E-learning web applications

### **Notable mentions:**

- **Hawken Reborn** – Gameplay programmer and owner of gameplay related systems for an online, live-service game, while managing the Gameplay code team
- **EA Sports PGA Tour** – Generalist programming in various domains including gameplay, rendering etc.
- **Destruction AllStars** – Accessibility work for the upcoming PS5 game, using C++ on UE4
- **WRC 8** – Gameplay programming for the official game of the WRC championship, using C++ on a proprietary engine.

([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)

**Seminars:** Various (e.g. Social networks, security & privacy etc. Details upon request)

## Interests

**Gaming** – Having experienced many generations of games, I spend a lot of my personal 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, including both American as well as Japanese anime

**Gadgets** – I am always curious about the latest tendencies concerning new technologies and gadgets, with an extra interest towards gaming gadgets