

George TZORTZOPOULOS

I aim to take part in the creation of innovative and fun games or applications, using modern technologies and gadgets while offering 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

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: 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

Gameplay Programmer May 2021 – Present

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

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:** 30

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 **GitHub:**
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 **Skype:**
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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:

- **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.
- **Thesis** – Research on a game genre adaptability engine, with application on a game, according to the collected statistics of the player's behavior on runtime, using Unity3D.

([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