

# VONTZALIDIS GEORGE

gbontzalides@gmail.com

+30 698 056 2191

## LINKS

Github:// GiorgosVon

LinkedIn:// George Vontzalidis

Microsoft:// gvontzalidis@hotmail.com

## SKILLS

### PROGRAMMING

Knowledge:

C# • Javascript

SQL • Java • Web(HTML,CSS,JS)

NodeJS • expressJS

Familiar:

C++ • Angular • ASP.Net • Python

### SOFTWARE

Knowledge:

Unity • Unreal Engine • Blender

Photoshop

## ACHIEVEMENTS

- **Auxiliary Work**  
Offered assistant to teacher in the academic course Databases & SQL
- **Microsoft Student Ambassador**  
As a student I earned the Certificate of Beta Student Ambassador from Microsoft after being 2 years active member. I have taken part in numerous workshops and have also had the opportunity to give several presentations as a speaker.
- I have fulfilled my military obligations

## EDUCATION

### COMPUTER ENGINEERING & INFORMATICS DEPARTMENT

MASTER OF ENGINEERING | UNIVERSITY OF PATRAS

Sep 2015 - Sep 2023 | Patra, Greece

### CERTIFICATION OF PROFICIENCY IN ENGLISH

UNIVERSITY OF MICHIGAN | ECPE

May 2017 | Patra, Greece

## EXPERIENCE

### SOFTWARE ENGINEER - DEVELOPER | HUMAN ASSET

Jul 2023 – Currently | Greece

- **Articulate Storyline.** Utilized Storyline 360 to develop animated interactive courses.
- **Unity.** Utilized Unity Engine for research and development endeavors, as well as the development of mini games.
- **Back-end.** Using nodeJS and epxressJS to develop a web application.
- Worked on developing **AI LLM** projects with Langchain tools.

### SALESMAN | GERMANOS

Jul - Aug 2015 – May 2021 | Karlovasi, Samos

- Summer Break **Customer Service** Experience
- Worked as **Tech Expert.** Handled all tech-related support, including software and basic hardware troubleshooting for smartphones and laptops.

## PROJECTS

### GRADUATE

#### 3D AVATAR ASSISTANT

Developed an Assistant using Unity Engine and IBM Watson. A first person view is used by the user to move around the 3D space and communicate with the 3D Avatar. Implemented suitable API's for speech-to-text and text-to-speech features.

### UNDERGRADUATE

#### THESIS

I designed and developed a Virtual Reality game. In cooperation with the Science and Technology Museum of University of Patras I designed a VR educational escape room centered around the principal theme of sound. I used Unreal Engine for the development along with other tools like blender. The game was developed and released for the Oculus Quest 1/2.