

VONTZALIDIS GEORGE

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LINKS

Github:// [GiorgosVon](#)

LinkedIn:// [George Vontzalidis](#)

Microsoft:// [gvontzalidis@hotmail.com](#)

SKILLS

PROGRAMMING

C# • Javascript

SQL • Java

Spring Boot • Web(HTML,CSS,JS)

NodeJS • expressJS • React

SOFTWARE

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

PUBLICATIONS

- **Spatial Audio Cues in an Immersive Virtual Reality STEM Escape Room Game: A Comparative Study**
Researched the impact of spatial audio cues in an immersive Virtual Reality STEM Escape Room game, demonstrating improved object location and enhanced spatial auditory awareness in a mixed-methods comparative study.
ILRN 2024 CONFERENCE
Best Academic Full Paper Award

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

ASSOCIATE INFORMATION TECHNOLOGY CONSULTANT |

NETCOMPANY

Mar 2024 – Currently | Greece

- **IntelliJ.** Utilized IntelliJ for development
- **Maintenance.** Part of Maintenance team. Solving incidents and critical cases.

SOFTWARE ENGINEER - DEVELOPER | HUMAN ASSET

Jul 2023 – Mar 2024 | Greece

- **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.