

VONTZALIDIS GEORGE

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LINKS

Github:// [GiorgosVon](#)

LinkedIn:// [George Vontzalidis](#)

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

SKILLS

PROGRAMMING

Knowledge:

C# • Python • Javascript

SQL • Java • Web(HTML,CSS,JS)

Familiar:

C++ • Angular • NodeJS • ASP.Net

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 participated in many Workshops and I delivered many presentation 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.
- 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.