JOHN ILIADIS

C++ Programmer | Graphics Programmer

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TECHNICAL SKILLS

Languages: C/C++ (Advanced), Python, Java, C# Graphics APIs: Vulkan, OpenGL, DirectX 12, GLSL, HLSL

Developer Tools: Git/GitHub, CMake, CLion, RenderDoc, Jira, VS 2022 **Software Engineering:** OOP, Data Structures, Algorithms, Concurrency

STEM: Linear Algebra, Calculus, Vector Calculus, Mechanics

EDUCATION

Swinburne University of Technology

Bachelor of Computer Science

GPA: 3.6/4.0

Melbourne Polytechnic

Advanced Diploma of Engineering

Preston, Victoria

Feb. 2020 - Dec. 2021

Hawthorn, Victoria

Aug. 2022 - July 2025

PROJECTS

Ypsilantis Rendering Engine | C++, Vulkan

- Built a Vulkan physically based forward+ rendering engine, comprising over 14,000+ lines of code.
- Implemented advanced rendering techniques, such as image based lighting, bloom, SSAO, shadow mapping, skybox, MSAA, and HDR.
- Boosted rendering performance by incorporating **optimizations techniques**, such as instanced rendering, compute-based light culling, async loading, and face culling.
- Developed a **custom editor** with a functional scene graph, infinite grid, transformation gizmos, world-space light icons, drag & drop, and popups.

Projectile Motion Simulator | C++, OpenGL, ImGUI, FreeType

- Developed a **physics-based simulator** for modeling motion in two dimensions.
- Implemented a 2D batch renderer to optimize draw calls.
- Implemented custom text rendering using FreeType for font rasterization.
- Created interactive vector, graph, and trajectory visualizations for analyzing the projectile's motion.

Next Home | React, Tailwind, Fast API, D3, Seaborn, Pandas, Scikit-learn

- Developed a real-estate app for forecasting housing market dynamics.
- Built a D3.js dashboard to present dynamic, interactive insights from AI model predictions.
- Processed over 2 million real estate records with Pandas, boosting model accuracy and reducing bias.
- Used the Seaborn library to analyze the dataset and visualize feature relationships.
- Trained a price prediction model using various machine learning algorithms, achieving 80% accuracy.

WORK EXPERIENCE

Warehouse Team Member

March 2022 – Aug. 2022

Archeiothiki SA Athens, Greece

Managed daily warehouse operations including scanning, order picking with lifts, stocking shelves, and palletizing using electric pallet trucks and stackers.

Labourer Feb. 2020 – Dec. 2021

MyWay Bathrooms Melbourne, Australia

Performed construction tasks such as cutting timber and plaster, mixing tile adhesive, performing demolition, handling building materials, and doing site clean-up.

CERTIFICATIONS