

Loukas Avgeriou

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Profile

Passionate Web Developer

I am a web and game developer with a strong background in programming. Initially focused on game development, I expanded my expertise to web technologies, working with JavaScript, front-end frameworks, and React. Fast learner and able to adapt to new environments and tackle new challenges very quickly.

Key Highlights:

- Experience in game and web development in JavaScript, HTML, and CSS.
- Skilled in UI/UX design and front-end development, ensuring intuitive and engaging user experiences.
- Quick learner, adaptable to new technologies, and able to work both independently and within a team.
- Passion for creating interactive and visually appealing applications.

Professional Experience

Intern game/web developer & full time game/web developer

ScienceAtHome

08/2021 – 01/2023

ScienceAtHome (Aug. 2021 – Jan. 2023) Intern Game Developer & Full-time Developer

I joined ScienceAtHome as a game development intern using Unity and C#. Later, I was promoted to a game developer and UI designer, contributing to both game and web development tasks due to the small team structure.

Key Achievements:

- **JavaScript Development:** Contributed to web-based applications and UI components, implementing interactive elements in JavaScript.
- **Adaptability & Independence:** Took on additional responsibilities in web development when required, expanding my technical skill set.
- **Project Management:** Gained experience working on large-scale, research-driven projects.
- **Feature Enhancements:** Improved existing applications with new features and UI elements.
- **UI/UX Design:** Designed user-friendly and visually appealing interfaces for both games and web applications.

Projects

Web & Game Development Portfolio

- **Personal website** [🔗](#) - Made using **HTML**, **CSS** and **JS**
- **Amazon Clone** [🔗](#) - Amazon shop clone still in development using **HTML**, **CSS** and **JS**
- **SAGA Awards 2023 Finalist** [🔗](#) – Co-developed a strategy game using Unity.
- **CyberDriver (Android)** – An arcade game for mobile devices, showcasing front-end interaction and UI design.

itch.io profile [🔗](#)

You can check all my game development projects here.

github profile: [🔗](#)

And you can check my code here.

Education

Bachelor's degree in Informatics & Telematics

Harokopio University of Athens

Skills

LANGUAGES, FRAMEWORKS AND TECHNOLOGIES

Web Development:

JavaScript, HTML, CSS, React (beginner), UI/UX Design

Game Development: Unity, C#, Godot

Programming Languages:

JavaScript, Python, C++

Databases: SQL,

SQLDeveloper

Version Control: Git

Graphics: Adobe Photoshop

Languages

Greek (Native)

English (Professional)

German (B2)

VOLUNTEERING

Hellenic Red Cross – Rescuers and Lifeguards CorpPiraeus, Greece

Completed First Aid and Rescue Training and volunteered over 200 hours in major events and emergency situations.