

# LOUKAS AVGERIOU

## SUMMARY

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Passionate game developer and designer

I am a game developer and designer with passion for creating immersive gaming experiences. My journey in the world of game development began as a personal pursuit, driven by my love for interactive storytelling. I have grown my skills through my computer science studies and by independently crafting my own unique projects.

Key Highlights:

- Self-taught in various aspects of game development, including coding, design, and graphics.
- Demonstrated ability to quickly adapt to new environments and learn new technologies.
- Eager to collaborate with like-minded professionals to bring innovative game concepts to life.

My aspiration is to contribute my creative vision to a team dedicated to creating entertaining and original games.

## EMPLOYMENT

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### ScienceAtHome

Aug. 2021 to Jan. 2023

#### Intern game developer & full time game developer

I joined ScienceAtHome as a game development intern using the **Unity** game engine and **C#**. Later, I was promoted as a game developer and UI designer, contributing significantly to the team's mission of creating games for scientific research.

Key Achievements:

- Adaptability and independence: Demonstrated adaptability by transitioning into a position of increased responsibility when senior team members departed. Successfully managed a wide range of tasks, from game development to UI design.
- Project mastery: Gained in-depth understanding of complex, large-scale projects. Collaborated in the development of games used at academic research projects in cognitive science.
- Feature enhancements: Upgraded existing projects by introducing new features and gameplay elements, contributing to the improvement of game effectiveness.
- UI design: Designed user-friendly and visually appealing UI elements for multiple games, enhancing user experiences and overall game usability.

## PROJECTS

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### 2D Unity Game

#### Little Wizard

Independently developed a 2D roguelike game in **Unity** that featured diverse enemy types, an intense boss battle, procedurally generated map, and original handcrafted sprites and animations.

### SAGA Awards 2023

#### Draw Defend Collect Combine

Collaborated with a friend to develop a strategy game in **Unity** that earned a place as a finalist in the SAGA Awards.

### Android Game

#### CyberDriver

I developed an arcade game in **Unity** for android phones

### Game Jams

These are the game jams I have participated, with games made in **Unity** and **Godot**, as a part of a team:

- "BOOMer" for Global Game Jam 2021
- "Unstable Stables" for Ludum Dare 49
- "CleanMania" for Ludum Dare 50

### Itch.io Portofolio

I have additional mini **Unity** projects available on my [itch.io page](#).

## CONTACT

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## EDUCATION

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### Harokopio University of Athens

Bachelor's degree in Informatics & Telematics

## SKILLS

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### LANGUAGES, FRAMEWORKS AND TECHNOLOGIES

Game Development: Unity, C#, Godot

Programming Languages: Python, C++

Databases: SQL, SQLDeveloper

Graphics: Adobe Photoshop

Version Control (git)

### LANGUAGES

Greek - Native

English - Professional

German - B2

### OTHER

CPR & first aid

## VOLUNTEERING

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Hellenic Red Cross ·  
Rescuers and Lifeguards Corp  
Piraeus, Greece

I completed the First Aid and Rescue School. Then I volunteer for over 200 hours as health coverage in events like Greek Authentic Marathon and emergencies like the 2018 Attica Wildfires