

# Loukas Avgeriou

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## Profile

### Passionate Web Developer

Web Developer with experience in **JavaScript**, **HTML**, **CSS** and **React**. Previously worked in Denmark on JavaScript-based projects. Skilled in front-end development and UI design. Passionate about building interactive and efficient web applications.

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 web developer & full time web developer

ScienceAtHome

08/2021 – 01/2023

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

I joined ScienceAtHome as a game development intern using **JavaScript**, **HTML** and **CSS**. Later, I was promoted to full time web developer and UI designer.

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 **React**.
- **Ai Recipe Maker** 🔗 - Website that suggests recipes using an AI API based on provided ingredients made with **React**.
- **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.