

# Nick Papageorgiou

## Curriculum Vitae

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### Education

- 2013–2016 **Bachelor of Computer Science**, *The University of Sheffield*, First Class Honours.  
2008–2012 **Telecommunication and Information Technologies**, *Technical Institute of Larissa*.  
2005–2008 **Computer Technology Technical School**, *Euclidis Technical High School*.

### Thesis

- Title *Lyte's Odyssey: An educational game application that cultivates abstract thinking and problem solving*
- Supervisor Dr George Eleftherakis
- Description The thesis had as a goal the creation of an educational serious game. Having as a design foundation established learning theories while retaining the fun and entertaining components of a game. Developed in Unity Engine, programming components in C#. All graphical assets were designed by me. Final grade: 88.

### Experience

#### Vocational

- 2014 **Technical Support**, *Certification Centre for Second Level Teachers*, Aristotle University of Thessaloniki.  
Provided technical support for the computers during the examination. Additionally, i was responsible for the installation of the software on the machines and their maintenance
- 2008 **Internet Cafe Personnel**, Thessaloniki.  
Worked as a staff member, responsible for managing the transactions, providing technical support to the customers and overall maintenance of the facility.

#### Miscellaneous

- 2009–2010 **Freelance web development**, Larissa.  
Developed various simple websites for small business.

### Computer skills

- Advanced JAVA, HTML5, SQL, Adobe Photoshop, Game Maker Studio
- Intermediate PHP, C#, CSS3, PROLOG, Unity Engine
- Basic ASSEMBLY, JAVASCRIPT, JQUERY, VISUAL BASIC, C, C++

### Programming Skills

- Excellent understanding of Object Oriented Programming and Design.

- Experience and understanding of User Interfaces and HCI principles.
- Great experience in game development for over ten years.
- Good understanding of User Experience.
- Solid understanding of database design and management.
- Good understanding and use of Data Structures.
- Experience with multi threaded programming.
- Great understanding of software design and development.
- Familiar with unit testing.

## Notable Projects

Rainbow Skyway	A top down arcade shooter, developed as part of the bachelor curriculum utilizing the Game Maker Studio. It overly exceeded the requirements of the course, and evolved into a full fledged game.
The Human Constructor	A turn based, procedurally generated dungeon crawler. Everything was developed from the ground up, from the engine up to the game mechanics utilizing only the core Java libraries, as a challenge to myself. A basic renderer engine, collision detection, a particle system, custom ability scripts and enemy a.i. system were some of the systems developed for the game.
Multi-user Chat System	A Java application that allows many users to connect to a server and exchange messages in real time. The users are able to create, manage and join chat groups, have private one to one conversations and even exchange files. Developed as part of the curriculum.
RESTful student grade system	An two part application that allows the users to perform CRUD operations on a student grade database. The server operates on HEROKU as a RESTful JAVA application. The user can access the application either via a web client or a JAVA stand alone application.

## Languages

Greek	<b>Mothertongue</b>
English	<b>Proficient</b>

## Interests

- |               |            |
|---------------|------------|
| - Programming | - Reading  |
| - Board Games | - Painting |
| - Guitar      |            |