

Nick Marmaras

Game Developer - Software Developer

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Work Experience

VR Content Developer

OramaVR - Heraklion, Crete

July 2021 to Present

Accelerating the world's transition to medical vr training.

- Software development with C# in Unity and with C++ in Unreal Engine

Game Developer (Thesis)

University of Crete - Heraklion, Crete

September 2020 to Present

- Presentation of personal idea and game scenario to supervising professor
- Designing game requirements
- Implementation using Unreal Engine and C++ (3D Game)

Implementation contains:

1. Building architecture according to buildings(3 floors)
2. First Person View (FPV) χαρακτήρα
3. Adding features via C++ (spotlight usage from character)
4. Implementation of mini games depending on user interaction

Software Development and Interface Design

Telemetrics System Measurements and Services - Athens

January 2019 to March 2021

- Interface design and software development for electrical and electronic measurements systems.
- Communication with the CEO to determine the requirements.
- Presentation of the results to the technical team.

Implementations with programming languages C, C++, C#, Java for hardware design as well as embedded systems design.

Game developer(C++)

University of Crete, Heraklion - Heraklion, Crete

September 2019 to February 2020

Implementation of a 2D game "Super Mario Bros 1985" in a context of an elective course of the Computer Science Department.

- Implementation based on pronunciation

- Tile-based game
- Collision Detection
- Implementation of character movements through Sprites
- Presentation of the game to the teacher supervisor and colleagues

Technologies:

- C++
- Allegro

Game Developer(Java)

University of Crete, Heraklion - Heraklion, Crete

September 2018 to February 2019

Implementation of a 2D game "Ticket To Ride Card Game" in a context of an elective course of the Computer Science Department.

- Implementation based on pronunciation
- Two player interaction with turn switching
- Collect points through regular and special cards through the board
- Save game and load game
- Move cards in the GUI to various positions

Technologies:

- Java 8
- Java Swing

Education

University in Computer Science

University of Crete - Heraklion, Crete

September 2016 to Present

Skills

- Unreal Engine (2 years)
- Microsoft Office (4 years)
- Git Source Control (1 year)
- Object Oriented Programming (OOP) (3 years)
- HTML5
- JavaScript
- Unity (1 year)
- Python (Less than 1 year)
- R (Less than 1 year)

Languages

- English - Expert

Links

<https://github.com/Nikolhs123>

<https://www.linkedin.com/in/nikos-marmaras-54b6011b7/>