



# Panos Karabelas

## Graphics Programmer

I believe in high goals, self-teaching and hard work. I'm looking to develop bleeding edge game technology, collaborate with top talent, expand my knowledge and have fun.

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🌐 www.panoskarabelas.com

🐦 twitter.com/panoskarabelas1

🐙 github.com/PanosK92/SpartanEngine

## WORK EXPERIENCE

### Senior Graphics Programmer EA - Codemasters

2020 - Present

Manchester, UK

### Generalist Programmer Sony Interactive Entertainment Europe

2018 - Present

Manchester, UK

Working in a small but veteran made team on an upcoming title for PSVR

#### Achievements/Tasks

- Created an environmental analysis AI system, coupled with fuzzy logic, able to deliver behaviour with human-like cover/navigation tactics.
- Implemented a system which allowed designers to display player messages and play vfx. Integrated ImGui with 3D/VR support and touch ups like that.

### Junior Programmer Sony Interactive Entertainment Europe

2017 - 2018

Manchester, UK

#### Achievements/Tasks

- Created game analytics system with capabilities like exporting and plotting.
- Implemented cheap and accurate target prediction for an AI unit.
- CI additions & improvements. Reduced PS4 deployment time by up to 60%.

### Gameplay Programmer Kickback Studios

2015 - 2015

A one time collaboration with friends

Larisa, Greece

#### Achievements/Tasks

- Worked on a game that was a Ludum Dare entry.

### Gameplay Programmer Genesis Game Studios

2013 - 2014

A small studio formed by top Microsoft Student Partners all around Greece

Larisa, Greece

#### Achievements/Tasks

- Worked on 4 mobile games.
- Doubled as an AI programmer.
- Imagine Cup game pitch mentoring by Ubisoft's The Division marketing team.

### Microsoft Student Partner Microsoft Greece

2012 - 2016

Larisa, Greece

#### Achievements/Tasks

- Acted as a university campus leader.
- Mentored by industry professionals.
- Delivered presentations and organized workshops.
- Was part of a global community, learned to play well with others.

### Waiter & Bar Tender Bars/Hotels

2008 - 2010

Greece

## AUTHOR OF SPARTAN ENGINE

One of the most complete, open source, one-man game engines (2015 - Present)

- Graphics techniques like SSR, SSS, SSAO, Bloom, Motion Blur, Bloom, TAA, Volumetric Lighting and many others.
- Also includes things like DirectX and Vulkan, physics, audio, scripting, a thread pool, cpu & gpu profiling, a real-time shader editor, an event system, font rendering and many more.
- I have been doing this, almost every day, for the past 6 years so feel free to click on the link for an extensive feature list and a video.

## IMAGINE CUP WORLD FINALIST

Games Category (2014)

A competition organized by Microsoft to promote student entrepreneurship. A global event with hundreds of entries (startup-like teams)

## EDUCATION

### Computer Science & Telecommunications University of Thessaly

2010 - 2016

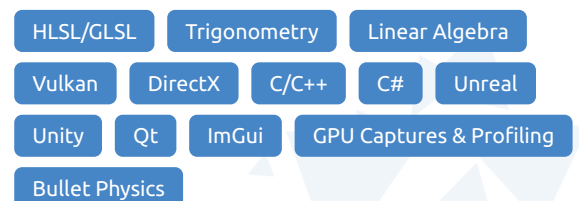
Collaborated with a professor/mentor on a minority report like, kinect assisted, natural user interface. Was promoted to a Microsoft Student Partner.

### Certificate of Proficiency in English University of Michigan

2000 - 2010

A 10-year study program, provided by authorised organisations in Greece.

## SKILLS



## INTERESTS

