Antonis Roussos
Athens, Greece (Open to Remote & Relocation)
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Portfolio | GitHub | Itch.io | LinkedIn

Game Developer | Unity Specialist | Gameplay & Level Design

Passionate and driven game developer with strong experience in **Unity (2D & 3D)**, gameplay systems, AI, and UI design. Creator of complete solo and team-based game projects. Skilled in building immersive experiences with clean code, creative design, and attention to polish. Open to remote or international opportunities in the game development industry.

Technical Skills

- **Game Engines**: Unity (2D/3D), Unreal Engine (basic projects)
- **Languages**: C#, C++, JavaScript, HTML/CSS
- **Systems**: State Machines, Gameplay Mechanics, Enemy AI, Skill Trees, Inventory, Combat Systems, Scene & Save Management
- **Tools**: Visual Studio, Git, Blender (basic), Photoshop (basic), Unity Animator, NavMesh, AudioManager, Aseprite
- **Web Tech**: React, TailwindCSS, Firebase, REST APIs

Projects

Blades of Ashenfire – *Solo Project | Unity 2D | C#*

A 2D medieval fantasy action RPG where the player uses sword skills, elemental damage, and a skill tree to fight through enemies and save the kingdom.

- Designed and developed the **entire game** including:
    - **Player & enemy state machines**, combat mechanics, inventory, and elemental stat systems
    - **Skill system** with unlockable abilities like sword throw, black hole, parry, and clones
    - **UI system**, item pickups, crafting, save/load, and scene transitions
- Integrated sound design and custom animations for immersive gameplay
- Created **all gameplay scripts, levels, and systems** independently

Lost In Time – *Team Project | Unity 3D | C#*

A first-person zombie survival game featuring AI enemies, gun combat, and wave-based gameplay.

- Implemented **enemy AI using Unity NavMesh**, including chase/attack behaviors and animation transitions
- Designed and scripted **blood particle effects**, zombie hit detection, and level layout
- Created modular code for enemy logic and **assisted teammates complete scripting and UI setup**
- Built the **main menu system** and managed scene switching for game flow

Professional Experience

Front-End Developer
2025–Present | eLearning Industry

- Built interactive and responsive websites using React, Tailwind, and JavaScript
- Designed and deployed portfolio projects and tools for personal and client use

Sales Associate
2023–2024 | Public Retail Hellas

- Assisted customers, processed transactions, and maintained inventory displays

Education

BSc (Hons) Computer Games Development
2022–2025 | University of Derby (Online from Greece)

High School Diploma
2021–2022 | 5th General Lyceum of Petroupoli

Languages

- Greek – Native
- English – Fluent (C2)
- French – Intermediate

Interests

- Game Design • Combat Mechanics • Indie Games • Audio/Visual Effects • Open-World Design • Story-Driven Games • Music