

Mario Michael Goncalves Christodoulou

GAME DEVELOPER, C# UNITY PROGRAMER



Cyprus, Nicosia



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2/9/1996

SKILLS

- Unity 3D
- C# Programing language
- Microsoft Xamarin Forms
- C++ Programing language
- GSC Programming language
- GitHub
- HTML & JavaScript
- Blender

Certificates

01/2020

Certificate of Participation Global Game Jam 2020

<https://globalgamejam.org/2020/games/save-asikurati-4>

- Worked as the leader of a team that created a video game within 48 hours.
- Brainstormed ideas based on a given theme.
- Team communication.
- Prototyped the idea.
- Presented the game.

ABOUT ME

I have had a passion in computers and gaming since I was a kid. I am fascinated in how different games work, such as the animation and the code behind the game itself. My dream is to be part of the Game Developing world and seeing people using something that I have worked on is a thrilling prospect.

GitHub link: <https://github.com/Strikingletsplays>

PROFILE

Game developer graduate

• PRESENT

- Familiar with object-oriented programming and development tools.
- Knowledge of mobile application development tools (Unity, Xamarin forms).
- Motivated self-starter with the ability to learn and adapt to new technologies.
- Ability to collaborate in a small, productive development team.
- Desire to learn new skills.
- Experience including event-driven programming, and 2D character animation.
- Design controller for games to suite user experience.
- Troubleshoot and resolve problems or errors encountered.
- Proficient with all aspects of the Software Development Lifecycle.
- Rigorous attention to detail and focus on quality of deliverables.
- General computer and email skills.
- Passion and enthusiasm for games development.
- Creativity and open-mindedness

WORKING EXPERIENCE

Mobile App Development

• 2020 – 2021

- Responsible for developing mobile applications for both Android and iOS using Xamarin Forms and Visual studio in C#
- Designed, developed, tested, and deployed mobile applications.
- Extensively worked with Xaml file in Xamarin IDE for user interface.
- Knowledge on Microsoft .NET Design Pattern MVVM (Model-View-View-Model).

Video example of [Weather Mobile Application](#) created.

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GAME DEVELOPER, C# UNITY PROGRAMER

EDUCATION

- BSc in Computer Science
with focus on Game Design
and Development
European University Cyprus
| 2016 – 2020
GPA: 3.44
Dean's List First/Second
Honors (2016 - 2020)
- High School Leaving
Certificate
Apostolou Varnava Lyceum
2010 – 2013

LANGUAGE

- ENGLISH - Fluent
- GREEK - Native

INTERESTS

- Love Playing Guitar
- Playing digital games
- Programing

REFERENCES

- Lecturer EUC
Name: George Christou
Phone: +357 99675376
- Personal Reference
Manager ISIS Clinic
Name: Charitos Antzoulis
Phone: +357 99581688
- CYWORLD WEALTH
Owner: Costas Hajivangelis
Phone: +357 99303011

Online Store Creator & Co-Owner

- 2018 – 2021

KEYBLEE

- Supported the Shop Director in key areas of the business to drive top and bottom-line growth.
- Developed sales strategies and marketing plans.
- Monitored operations and quality control.
- Organized all PR activities and coordinating public events participation.
- Monitored goods and inventory.
- Provided customer support and advise related to products and service range.
- Followed latest market trends.
- Handled customer inquiries in a prompt and efficient manner.

CYWORLD WEALTH

Microsoft Office 365 Support

- 2017 – 2019

- Managed Microsoft office 365 users & groups.
- Managed service requests.
- Monitored service health.
- Added users and groups.
- Assigned licenses.

Active Directory/Desktop Support

- Configured security settings or access permissions for groups or individuals.
- Installed and configured computer hardware, software, systems, networks, printers, and scanners.
- Installed new hardware and software systems components and ensured integration with existing network systems.
- Investigated, diagnosed, and solved computer software and hardware faults.
- Managed inventory equipment, software licenses, consumables, and other supplies.
- Troubleshooting network or connectivity problems for users.