Theodore Xenakis

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Github • Portfolio • LinkedIn

Ambitious Computer Science student specializing in game development and real-time systems, seeking an internship to apply programming, networking, and design skills to interactive software projects. Building my project portfolio by getting exposure to multiple programming languages and industry-relevant software.

EDUCATION

ARIZONA STATE UNIVERSITY

Computer Science (BS/MS 4+1 Accelerated Program) **Expected Graduation:** May 2026 (BS), May 2027 (MS)

Coursework: Game Engine Programming, Game Design I & II, Artificial Intelligence, Machine Learning, Data Structures and Algorithms, Principles of Programming Languages, OOP and Data Structures.

PROJECTS

IRON DUEL - PVP Multiplayer Arena Shooter (WIP) | Personal Project 2025-Present

- Designing and developing a multiplayer FPS in 2-person team, utilizing Unity Netcode with real-time P2P networking, supporting secure state replication and cheat-prevention methods.
- Implemented a custom lag compensation system (60Hz tickrate) that synchronized projectiles, collisions, and player actions across clients, significantly reducing perceived latency by ~50% and improving player responsiveness in fast-paced combat.
- Built a flexible weapon system with equip/unequip, cycling, dropping, and network-synced transforms, supporting multiple player-types and loadout combinations.
- Integrated character and weapon animation controllers with Unity's Animator, including 20+ weapon-specific and interaction animations tied to a physics-based pickup/drop system.
- Created 35+ 3D assets in Blender, particle effects for immersion, and shader graphs for environmental effects and wind simulation.
- Playtested multiple builds locally and cross-country to validate networking architecture, performance, and balance gameplay.

MECHAPOCALYPSE - Single-Player Third-Person Shooter | ASU Game Jam Project Fall 2024

- Led level design and AI integration while collaborating in a 5-person multidisciplinary team to deliver a playable and polished product within a 6-week development cycle.
- Prototyped, designed, and implemented 3 levels (open-zone, linear, boss-battle), balancing player freedom with structured objectives.
- Created environmental effects, enemy spawn systems, and scripted events to guide player flow and emphasize verticality and movement freedom.
- Integrated Unity's NavMesh system into level design to ensure enemy AI maneuverability and engaging combat encounters.

AWARDS AND ACHIEVEMENTS

DASSH HACKATHON 2025 - SECURITY IN AN AI WORLD

- Built a prototype AI tool integrating ChatGPT, Claude, and Gemini APIs that visualizes execution steps of AI models, generates output summaries for clarity, and provides similarity scores to enhance trust in AI-generated responses.
- Placed 3rd out of 35+ teams across 6 universities; awarded $2,500.

3rd Degree Black Belt - Taekwondo

- Trained for 13+ years, and worked as an instructor for 2+ years teaching students of various ages and skill levels.
- Coached and prepared students for regional competitions, competed in multiple divisions, and led students in demonstrations at community events.

SKILLS

Languages: C#, C++, Java, Python, JavaScript
Engines/Frameworks: Unity (Netcode), GameMaker
Tools: Blender, Git, VSCode, Visual Studio, JetBrains