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ABOUT ME

As a recent Electrical & Computers Engineering graduate of the University of Patras and a **Unity Developer** at VVR Group, I am deeply engaged in the intersection of **3D graphics**, **game development**, **XR technologies** and **AI**. With a foundational skill set in several programming languages and graphics tools, I am actively pursuing a career as a **3D Graphics Dev** ideally in the **Game Industry**.

Educational Experience and Key Projects:

- **Senior Thesis:** Developed an **AR Warehouse Storage Management Application** using Unity and the Meta Quest 3 headset. This project deepened my expertise in AR development, including advanced shaders for point cloud rendering, registration methods, and techniques for blending real and virtual environments.
- **VR World Creator Project:** Built the foundations of a **3D VR World Creator UI** in Unity, featuring dynamic UIs, terrain sculpting, texture painting, and object placement tools. This experience strengthened my skills in VR interaction design and immersive environment creation.
- **Game Development Project:** Created a fully functional game in Unity3D, which laid the groundwork for my practical skills in game development.
- **3D Graphics Course Project:** Developed a simulation based on the physics of the famous Portal game using OpenGL. This project was crucial in gaining first hand experience with shaders and the development of realistic 3D scenes.

Professional Experience:

- **Unity Developer** - VVR Group - (June 2024 – Ongoing)

Technical Skills:

- **Programming Languages:** Strong expertise in C# (Unity); working knowledge of C, C++, Java, and Python; familiar with HTML, CSS.
- **3D Graphics Tools:** Skilled in Unity3D, OpenGL, and HLSL.
- **Game Development Platforms:** Advanced in Unity; familiar with Godot and Unreal Engine.

Additional Skills and Recognitions:

- **IEEE VR Contest:** Competed and awarded Honorable Mention in a team of three at an IEEE VR Contest, demonstrating strong communicative and team collaboration skills. <https://ieeenvr.org/2024/program/3dui-contest/#1002>
- **Research Publication:** Co-authored and published "[Reimagining Historical Exploration: Multi-User Mixed Reality Systems for Cultural Heritage Sites](#)" as an Undergraduate Researcher.
- **Adaptability:** Confident in my ability to quickly learn new programming languages and frameworks as required.
- **Machine Learning Coursework:** Completed two courses focusing on the development and training of neural networks using Python (Pandas, Numpy, Pytorch), which enhanced my understanding of AI technologies.
- **Communication:** Confident in my ability to work within teams as evidenced by the success in a competitive event.
- **NVIDIA AI Workshop:** Successfully completed an NVIDIA AI workshop, gaining a foundational understanding of machine learning, neural networks and practical experience of fine-tuning models.

Languages:

- **Greek** (Native)
- **English** (Fluent, C2 proficiency level)
- **French** (Beginner, A2 level)

Career Aspirations:

- **Short-term:** To enhance my expertise in 3D graphics, particularly in Game Development and XR technologies, while advancing my skills in AI and neural networks.
- **Long-term:** To establish a startup on software development based on the experience and expertise I will acquire through my career.