




## Theofilos Chrysikopoulos

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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**.

#### 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.

#### 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.

#### 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://ieeivr.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.