Theofilos Chrysikopoulos

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ABOUT ME

As a recent Electrical Engineering graduate of the University of Patras, having completed all degree requirements and awaiting formal conferral at the graduation ceremony, 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 that combines innovative digital interactive environments with advanced technological applications. My ultimate goal is to gain extensive experience in these fields, contributing to more accessible and enhanced AR technologies, and eventually to establish a startup in software development.

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:

- **Undergraduate Researcher – Project "**DIDYMOS-XR- Digital Dynamic and responsible twins for XR**" (***June 2024 – September 2025***)**

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 Conference:** Competed and triumphed in a team of three at an IEEE VR conference competition, demonstrating strong communicative and team collaboration skills. https://ieeevr.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 XR technologies, while advancing my skills in AI and neural networks.
- **Long-term:** To establish a startup focused on pioneering software development solutions, making significant contributions towards a future where AR combined with AI technology is more accessible and beneficial to all.