Evangelos Labrou

https://vagos.github.io

Personal Information

Contact Details

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Other

Gender	Male
Date of Birth	30/10/2000
Nationality	Greek

Education

BSc & Intergrated Master in Electrical and Computer Engineering
University of Patras (2018 - present)
Current Grade: 8.04/10 **(3rd Year)**

General Skills

Languages
— English (extremely fluent)

Certificate of Proficiency in English (December 2014)

— German (beginner)

Goethe-Zertifikat B1 (May 2016)

Technologies
— C++

— Lua

— Python

— Javascript

— HTML/CSS

— LaTeX

— Game Engines

My interest in game development has led me to experiment with game / graphics engines and frameworks such as Godot, Unity, SFML and the Pixel Game Engine.

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More info on the tools that I use can be found here.

Projects / Experience

— Movie Recommendation App

A movie reccomedation application that works using a basic neural network. This app was created as part of the IEEE Student Branch Patras Artificial Intelligence Group.

— Gauzarbeit

A work in progress Online MUD Game written in C++ which supports user modifications through Lua scripting.

— Google Hash Code 2021

Participated in the Google Hash Code 2021 competition.
Team's Global Ranking: 4524th — Team's Regional Ranking: 2nd

— OLC Code Jam 2020

Participated in the 7 day community competition themed "The Great Machine". My team ranked 23rd with the game "Color Machine Gun".

Volunteer Activities

— Member of the IEEE Student Branch Patras

An active member of the University of Patras IEEE Student Branch, participating in team projects and educational seminars.

— DJ on Radio KoL

Held a position as a DJ on the volunteer online radio station "Radio KoL".

— Translation work on Candy Box 2

Translated the online browser game "Candy Box 2" to modern greek.

Hobbies

— Music Production

You can find some of my work on my Soundcloud page.

— Competitive Programming

In my spare time, I enjoy solving programming and math problems.