

# Anastasios Periklis Boutalis

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<https://aboutalis.github.io/AboutalisWebsite>

As an undergraduate student at Technical University of Crete in Chania, Greece, and a junior software engineer, I am a highly motivated and dedicated individual who constantly seeks opportunities to expand my knowledge and improve my skills. With a passion for learning and a strong commitment to professional development, I pursue every chance to enhance my career prospects and develop my leadership abilities. I believe that combining practical work experience with ongoing education and personal growth is essential for success in the dynamic field of software engineering.

## Qualifications and Personal Attributes

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### Skills

- Programming Languages: C, C#, Python
- Game Engines: Unity
- 3D Modeling: Blender
- Web Platforms/E-Commerce: WordPress, Woo-Commerce
- Databases: PostgreSQL
- Data Visualization: Power BI
- Microsoft Office (Word, Excel, Power Point)
- LaTeX

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### Personal Traits

- Proven ability to be a team player, take responsibility for tasks, remain patient in high-pressure situations, adapt quickly to changing circumstances, and be flexible in meeting new challenges
  - Problem-solving and learning ability.
  - Critical thinking
  - Good sense of humor
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## Personal Projects

- **Unity:**

2048: Is a Unity-based video board game that requires players to slide numbered tiles on a grid to combine them and achieve the coveted 2048 tile. It's a fun and addictive game that will challenge your problem-solving skills and keep you entertained for hours on end.

- **Unity:**

Snakessence: Is a classic 2D arcade-style game in Unity. Maneuver a growing snake around obstacles, eat food to grow longer, and earn points. Beware of collisions with obstacles or the snake's own body. Randomly generated food and high scores add to the challenge. Perfect for quick or long gaming sessions.

- **Blender:**

PolyNature - Low Poly Nature Asset Pack: Pre-made assets in the form of prefabs, allowing for hassle-free integration into your game project. With this convenient feature, game developers, designers, and artists of varying skill levels can efficiently create captivating forest environments without dealing with complicated setups. This simplified process ensures that creators can focus on their vision and execute it smoothly without any technical roadblocks.

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## Certificates

- Certificate of Proficiency in English (University of Michigan), Issued Dec 2016
- Vellum Web and E-Shop Certificate, Issued Mar 2023
- Introduction to Augmented Reality and ARCore (Coursera)

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## Languages

- Greek (native)
- English (Professional working proficiency)
- French (Limited working proficiency)

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## Driving License

- Full European (type A and B)
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# Employment

JUNE 2017 – SEPTEMBER 2017

## **Waiter / Pita Hot, Salamis**

I developed skills in communication, time management, teamwork, customer service, cash handling, and attention to detail.

JUNE 2018 – SEPTEMBER 2018

## **Waiter / Pita Hot, Salamis**

I developed skills in communication, time management, teamwork, customer service, cash handling, and attention to detail.

MARCH 2019 – OCTOBER 2022

## **Salesman-Cashier / ZARA/Inditex, Chania**

A team player that take responsibility for tasks, remain patient in high-pressure situations, adapt quickly to changing circumstances, and be flexible in meeting new challenges.

OCTOBER 2022 – CURRENT

## **Website / Eshop Developer / Part-Time WordPress Developer**

Creating custom websites that are visually appealing and user-friendly. Also, I build online e-shops using WooCommerce, which allows for seamless integration with various payment gateways and shipping options. To ensure that each website meets the unique needs of the client, I collaborate closely with them to determine their goals and requirements. I design each page with the user in mind, ensuring that the website is easy to navigate and provides a great user experience. Finally, I conduct thorough testing and review of each website to ensure that it is responsive, clear, and effective in achieving the client's goals.

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# Education

SEPTEMBER 2013 – SEPTEMBER 2016

## **High School Diploma / 1st General Lyseum of Salamis, Salamis**

SEPTEMBER 2017 – PRESENT

## **Electrical and Computer Engineering / Technical University of Crete, Chania**