



Aimilios Seimenis

XR / Game Developer

Detail-oriented game developer from Athens, Greece with a passion for creating immersive interactive experiences. Proven expertise through a multitude of projects, ensuring thorough, punctual, and quality delivery of high-stakes projects under tight deadlines.

Contact Info



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hello@aemilius.dev



aemilius.dev

Education

Middlesex University

BSc (Hons) in Game Programming
2019 – 2022

Certifications

University of Cambridge

First Certificate in English (B2)

Languages & Frameworks

- Unity & C#
- Next.js / React
- Tailwind
- HTML / CSS / JavaScript
- SQL, MariaDB, Postgre
- WordPress
- Python
- Git
- Plastic SCM / Unity Version Control

Work Experience



Software Developer (XR) @ I-SENSE / ICCS

2025 – Present

- Contributing to multiple Horizon Europe XR research projects, developing interactive applications aligned with project requirements.
- Designing and implementing immersive and interactive XR solutions, focused on API integrations and digital twins.
- Managing project deliverables and project coordination across international consortium partners, ensuring timely milestones and thorough technical documentation.



Software Developer @ IPHIGAMES

2022 – 2025

- Delivered two software suites (AR, VR, touch screen, and web apps) for municipalities in Crete and Peloponnese.
- Built three websites for the Tomako Group of Companies using Next.js and Cloudflare Stream.
- Led and delivered a Unity WebGL project for car leasing company SIXT.
- Developed a VR treadmill installation for OPAP, with parallel projection to a 6x3m video-wall.
- Contributed to Greece's largest projection mapping project, "Magic Christmas Carpet" using 3 depth cameras and 3 4K projectors over 180m².
- Assisted QA for internal titles Skaramazuzu and Haunted Bloodlines.
- Assisted the Lead Developer integrating student interns into the company.

Related Experience



Game Programmer @ Team Abtos

2021 – 2025

- Developed and released Greek horror game "Abtos Covert" on Steam along with 3 other team members.
- Programmed and integrated various systems, including the Main Menu, Photo Mode, Subtitling/Localization System.
- Did regular quality assurance and build testing.
- Managed build delivery to players through Steamworks.



Lead Developer @ eduapps.gr

2020 – 2021

- Developed two test prep Android applications for the Panhellenic exams (SAT / GCSE equivalent), amassing a combined 20.000 downloads with a 4.9/5 rating on the Google Play Store.