ANTONIS GRIGORIADIS

GAMEPLAY PROGRAMMER
GAME & LEVEL DESIGNER

📍 Larnaka, Cyprus

✉ anto.grigoriadis@gmail.com

🌐 gitlab.com/antogrig

📞 +357 97695495

SKILLS

Proficient / Expert: Unreal Engine 5 (Blueprints & C++), Git, PHP

Advanced: Gameplay Ability System (GAS), AI (Behavior Trees, EQS), MySQL.

Intermediate: C++

EDUCATION

University of Western Macedonia
Bachelor of Science in Computer Engineering
Diploma Thesis: Project ATEI – Action RPG Game Development

LANGUAGES

Greek: Native
Russian: Fluent (spoken & written)
English: Intermediate (reading/writing), basic spoken communication

SOFT SKILLS

- Problem Solving
- Adaptability
- Team Collaboration
- Communication
- Creativity & Innovation

PROFILE

Gameplay Programmer and Game Developer with strong hands-on experience in Unreal Engine 4 & 5, combining Gameplay Programming, Game Design, and Level Design for action-oriented RPG experiences. Developed a complete action RPG prototype over a 9-month production cycle, implementing the full gameplay pipeline—from level blockout and encounter design to combat systems, AI behavior, RPG progression, UI/UX, and performance optimization. Experienced in Blueprint-to-C++ workflows, Gameplay Ability System (GAS), and modern Unreal Engine frameworks, with a production-focused mindset and over 6 years of professional software development experience, bringing structured workflows, technical reliability, and effective collaboration to game development projects.

CORE COMPETENCIES

- Gameplay Programming (Action RPG Systems)
- Game Design (Combat Design, Progression, Player Feedback)
- Level Design (Blockout, Encounter Design, Gating & Flow)
- Unreal Engine 4 & 5 (Blueprints & C++)
- Gameplay Ability System (GAS)
- Combat Mechanics & Animation Integration
- AI Systems (Behavior Trees, Blackboard)
- RPG Progression Systems (Skill Trees, XP, Levels)
- UI/UX Development (UMG, HUD, Menus)
- Performance Optimization & Asset Loading
- Version Control (Git)
- Agile Task Management (Trello, Miro)

KEY TECHNICAL IMPLEMENTATIONS

Gameplay Systems & Combat
- Designed and implemented action-oriented combat systems including combo chaining, air combat, dodge/double-jump mechanics, AoE abilities, and root-motion-driven animations.

RPG Progression & Skill Tree
- Built a node-based skill tree with Active and Passive abilities, prerequisite logic (Level & Skill Points), dynamic UI feedback, and persistent progression data.

AI & Encounter Design
- Implemented enemy AI behaviors (Melee, Ranged, Summoners) using Behavior Trees and Blackboard, including mini-boss–gated progression, dynamic enemy spawners, and encounter pacing.

UI/UX & Game Flow
- Developed modular UI systems (Main Menu, HUD, Options, Loading Screens) with asynchronous asset loading and shader pre-compilation.

ANTONIS GRIGORIADIS
GAMEPLAY PROGRAMMER
GAME & LEVEL DESIGNER

CERTIFICATIONS

- Unreal Engine 5 - Gameplay Ability System - Top Down RPG (106 hours)
- Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games (29.5 hours)
- Turn Based Puzzle Game in Unreal With Blueprints & C++ (16 hours)
- The Unreal Arsenal - Learn C++ and Unreal Engine – Udemy (64.5 hours)
- Level Design Master Class: All in One Complete Course (24 hours)

PROJECTS

Project ATEI – Action RPG (Unreal Engine 4)
Gameplay Programmer | Game & Level Designer — Diploma Thesis
- Designed and implemented core gameplay systems, combat mechanics, AI behaviors, RPG progression, and UI systems.
- Created level blockouts, encounter layouts, progression gating, checkpoints, and exploration-driven gameplay flow.
- Delivered a complete playable build (.exe) with optimized asset loading and performance considerations.

PORTFOLIO LINKS

🎥 **Demo Video**: YouTube – Project ATEI Gameplay
💾 **Playable Build (.exe)**: Download Demo
🔗 **Source Code (All Projects)** : GitLab

EXPERIENCES

SOFTWARE ENGINEERING EXPERIENCE (WEB)
Full Stack Web Developer Istology | Web & Marketing Solutions | Thessaloniki, Greece | 2020 – Present

- **Production-Level Development:** Delivered over 30 data-driven web applications (e-commerce, booking systems) using Drupal 10, PHP, and SQL, ensuring cross-browser compatibility and responsiveness.
- **Performance Optimization:** Managed full-stack optimization including database query tuning, server-side caching, and asset minification to achieve high-performance benchmarks (90+ Google Lighthouse scores).
- **Engineering Best Practices:** Applied rigorous software engineering principles (OOP, Version Control/Git, Code Reviews) and Agile methodologies, directly transferable to C++ game development pipelines.
- **Live Operations:** Collaborated with cross-functional teams to debug complex production issues in live environments, deploy security patches, and ensure system stability.