





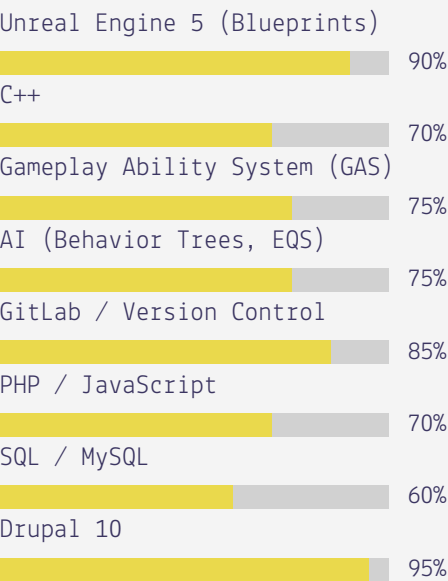
ANTONIS GRIGORIADIS

GAME DEVELOPER | SOFTWARE ENGINEER



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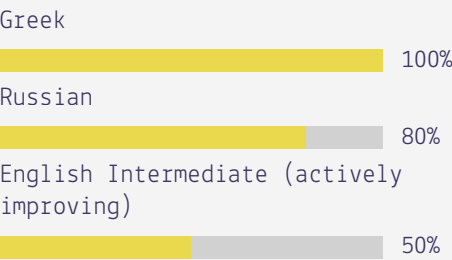
SKILLS



EDUCATION

**BACHELOR OF SCIENCE IN
COMPUTER ENGINEERING**
University of Western Macedonia
2010 – 2022

LANGUAGES



PROFILE

Experienced Web Developer with over 6 years of professional experience in Drupal, having built and deployed more than 30 websites, including booking systems and e-commerce solutions. Skilled in creating scalable, user-friendly, and efficient web applications, with a strong understanding of front-end and back-end development.

Innovative Game Developer passionate about creating immersive gameplay experiences using Unreal Engine 5, C++, and Blueprints. Experienced in AI systems, combat design, and gameplay mechanics, with hands-on experience delivering complex, high-quality projects. Strong background in computer engineering and deep knowledge of gameplay balancing and interaction design.

Currently based in Cyprus and seeking opportunities in leading local gaming and tech companies to contribute technical expertise, creativity, and a forward-thinking approach to development. Available for both on-site and remote work with immediate availability.

CORE COMPETENCIES

- Game Development: Unreal Engine 4 & 5, Gameplay Ability System, Blueprints, AI programming
- Programming Languages: C++, PHP, JavaScript, SQL
- Systems & Tools: GitLab, JetBrains Rider, MySQL
- Strengths: Gameplay mechanics design, combat interaction systems, technical problem-solving, cross-functional collaboration

PROJECTS

Project ATEI (RPG Action Game) – Diploma Thesis

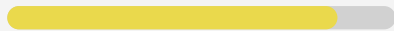
- Developed a full RPG action game on Unreal Engine 4, inspired by Devil May Cry and Nier Automata.
- Designed combat mechanics, AI, difficulty balancing, and user interaction systems.
- Gained in-depth expertise in Unreal Engine and scalable gameplay design.

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TOOLS & CREATIVE


Trello / Miro

 85%

Photoshop

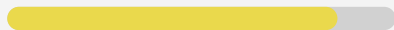
 50%

Blender

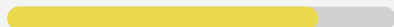
 50%

SOFT SKILLS

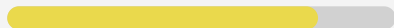
Problem Solving

 85%


Team Collaboration

 80%

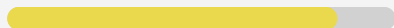
Creativity & Innovation

 80%

Adaptability

 90%

Communication

 85%

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)

PORTFOLIO LINKS

🎮 **Demo Video:** [YouTube – Project ATEI Gameplay](#)

💾 **Playable Build (.exe):** [Download Demo](#)

🔗 **Source Code (All Projects)** : [GitLab](#)

🌐 **Web Development** : [antares-innovation.com](#) – Optimized site (93 Performance, 100 Accessibility, 100 Best Practices, 100 SEO – Google Lighthouse)

EXPERIENCES

2025
2021

Web Developer – Istology | Web & Marketing Solutions (Thessaloniki, Greece)

- Developed websites using Drupal 10, including booking systems (hotels, car rentals)
- Implemented secure online payments through Drupal Commerce
- Built responsive and SEO-friendly themes ensuring cross-browser compatibility
- Managed website performance optimization (caching, database queries, load times)
- Conducted maintenance, security updates, and bug fixing for multiple Drupal sites

2019
2018

Freelancer | Content Manager & Web Developer

- Managed product imports and content for online stores
- Delivered custom solutions improving user engagement and conversion

2017
2016

Web Developer Intern – Istology (Thessaloniki, Greece)

- Gained hands-on experience in full-stack web development and CMS solutions.