

George Christopoulos

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Megara, Greece

ABOUT

Creative and dedicated Game Developer with a strong academic background in Digital Arts and Cinematography and over 4 years of hands-on experience in designing, developing, and debugging interactive digital experiences. Proficient in Unity and Unreal Engine, with a proven ability to bring immersive concepts to life through technical precision and visual storytelling. Passionate about shaping the future of virtual entertainment through innovative design and meticulous development.

EXPERIENCE

Hellenic Army | Conscription Completed | Megara, Greece | 09/2024 – 09/2025

- Fulfilled mandatory national service duties.
- Demonstrated discipline, responsibility, and adaptability in challenging environments.

SoftBiz IKE | Game Designer / Developer | Remote / Athens, Greece | 03/2023 – 07/2023

- Upgraded the first Greek Metaverse, contributing to both programming and audiovisual content.
- Created and implemented 3D models and mini-games inside the metaverse using Unity and Blender.
- Ensured high-quality performance through continuous debugging and refinement.
- Communicated effectively with supervisors and supported team members in cross-functional tasks.
- Internship graded 10/10 by academic institution.

EDUCATION

National and Kapodistrian University of Athens | B.A. in Digital Arts and Cinematography | Athens, Greece | 10/2019 – 06/2023

- GPA: 7/10
- Thesis: “Creation of a horror/action digital game for PC and VR in Unity” (Grade: 8/10)

SKILLS

- Game Development: Unity, Unreal Engine 5, Blender, Microsoft Visual Studio
- Design & Media: 3D Modeling, Level Design, Audiovisual Integration
- Communication: Effective Communication, Interpersonal Skills, Team Collaboration
- Productivity: Debugging, Problem Solving, Client-Oriented Design

PROJECTS

Escapade Enigma: Thesis Project - Horror/Action Game

- Developed a digital escape-room game with horror/action elements in Unity as part of final thesis.
- Designed for both PC and VR with full gameplay, interactivity, and thematic tension.

Sand of Ruin

- Created a third-person RPG adventure game showcasing dynamic environments and engaging mechanics.
- Focused on immersive gameplay and storytelling through the Unreal Engine 5 framework.

Oblivion

- Atmospheric horror survival first person game with reactive AI and environmental storytelling with a lot dark secrets
- Designed tense dark environments and interactive mechanics to create psychological pressure, mystery-solving, and duels

Whispers in the Woods

- Developed a first-person gameplay experience featuring interactive environments and dynamic AI encounter
- Optimized level design and mechanics in Unreal Engine 5 to deliver engaging and immersive gameplay.

Mazebound: Zombie Outbreak

- Built a third-person action-adventure prototype with responsive combat and exploration systems in Unreal Engine 5
- Implemented cinematic camera work and environmental storytelling to enhance player immersion.

My portfolio:

<https://bjesenn.github.io/Portfolio/>

LANGUAGE SKILLS

- English – Certificate of Proficiency (C2), Certificate of Competency (B2)