

# Eleni Evripidou

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<https://eevrip.github.io/>

## skills

Game Programming, Game Design, AI in Games, Computer Graphics, Computer Animation, Object-Oriented Programming, Algorithmic Complexity, Data Structures, Machine Learning, Databases, Physics, Mathematics, Numerical Analysis, Computational Physics

**Programming Languages:** C#, GDScript, Java, C/C++, Python, MATLAB, FORTRAN, Wolfram Mathematica, HTML, PHP, SQL

**Tools:** Unity, Godot, Unreal Engine 5, Blender, Krita, Adobe Photoshop, LaTeX, Github, Microsoft Visual Studio, Eclipse IDE, OpenGL, PyCharm IDE, Microsoft Office

**Operating Systems:** Windows, Linux

## experience

**INTERN** Full-time, CYENS - Centre Of Excellence: V-Eupnea Group

Jun 2022 - Mar 2023

The project was about studying how Reinforcement Learning techniques can be used to train a multi-agent team with different skills and was published in a *Special Issue of the Journal Computer Animation and Virtual Worlds*.

**TEACHING ASSISTANT** Part-time, University of Cyprus

Sep - Dec 2021

Assignment grading for the undergraduate level course "Distributed Algorithms".

## education

**MSc in Computer Science**, Final Grade: 9.09/10

2020 - 2023

University of Cyprus

Computer Games Software Technology, Computer Graphics: Modeling & Realism, , Object Oriented Programming, Data Structures and Algorithms, Algorithms and Complexity, Artificial Intelligence, Databases, Distributed Systems

**MSc in Theoretical Physics**, Class of Award: Distinction

2018 - 2019

University of Edinburgh

**BSc in Physics**, Final Grade: 8.46/10

2014 - 2018

University of Cyprus

## game jams

**DUDE, WHERE IS MY CAR?**, Tools: Godot, GDScript, Krita - [View Project](#)

GMTK Game Jam 2025

Theme: Loop, Duration: 72 hours, Team: 5, Role: Gameplay Programming, Game Design, UI Assets

In this hybrid 2D/3D point and click puzzle game you can help Froggy hike while finding his way back to his car.

**IN PASSING**, #3 in Community's Voice, Tools: Unity, C#, Krita - [View Project](#)

thatgamecompany

Theme: Generosity, Duration: 3 weeks, Team: 1, Role: Programming, Art, Design

x COREBLAZER

Game Jam 2025

In this 2D point and click puzzle game you can explore the world and discover ways to help the stray cats in a forest town.

**LOST IN PAGES**, Tools: Unity, C#, Photoshop - [View Project](#)

Brackeys Game

Theme: Calm Before The Storm, Duration: 1 week, Team: 2, Role: Programming, Art, Design, Writing

Jam 2024.2

A 2D story based puzzle game, where puzzle mechanics are closely related to the story.

**QUANTANGLED**, Tools: Unity, C# - [View Project](#)

GMTK Game Jam 2024

Theme: Build To Scale, Duration: 72 hours, Team: 9, Role: Programming

A 2D platformer game which includes an object entanglement and resizing mechanic that the players must exploit to complete the game.

## game projects

### **MECHANICS FOR SURVIVAL GAME**, Tools: Unity, C#, Photoshop - [View Project](#)

Implementation of an inventory and crafting system for a survival game. This includes resource gathering, storing, and crafting items based on recipes, using items depending on their type, and updating player stats.

### **PUZZLE MECHANICS**, Tools: Unity, C#, Photoshop - [View Project](#)

Implementation of piecing together a torn sheet of paper in any position the player wants.

### **COLLABORATIVE MUSEUM HEIST WITH REINFORCEMENT LEARNING**,

Tools: Unity, C#, Unity ML-Agents Toolkit, Blender - [View Project](#)

MSc Thesis &  
Internship at CYENS

36th International Conference on Computer Animation & Social Agents 2023 (CASA 2023)

We created a game environment that simulates a museum heist, where the objective of the successfully trained team of robbers with different skills (Locksmith, Technician) is to steal valuable items from the museum without being detected by the scripted security guards and cameras.

### **MINI GAME: CHICKEN ESCAPE**, Tools: Unity, C#, Blender - [View Project](#)

An endless runner game with turns. A mechanism procedurally generates the path, along with the items and removes them when necessary to ensure memory efficiency.

## other projects

### **BEHAVIOUR BLENDING**, Tools: Unity, C#, Unity ML-Agents Toolkit

An effort to blend the flee and seek behaviour. The behaviours were trained separately using Reinforcement Learning. Afterwards, we used the user defined weights to blend the outputs of the two policies.

### **INTERACTION FIELDS**, Tools: Unity, C#, Unity ML-Agents Toolkit

Studying how a force field can be used to guide crowds. We used Reinforcement Learning to train a force field instead of individual agents, to guide multiple agents from a starting region to a goal region.

### **OBJECT-ORIENTED PROGRAMMING PROJECTS**, Tools: Java, Eclipse IDE

- Implementation of an adapted version of the Battleship game where the user plays against the computer.
- Implementation of a simulation that takes place in a 2D environment where ants, termites, and wood exhibit a behaviour based on given rules.

### **DISTRIBUTED SYSTEMS PROJECT**, Tools: C, Linux

Implementation of a program that, given a set of input numbers and a desired output, finds the mathematical operation giving the closest number to the output. We created N child-processes each one solving the problem using a stochastic method and returning their result to the parent.

## languages

**English** Full professional proficiency, IELTS (Overall Band Score: 7.5)

**Greek** Native proficiency

**Swedish** Beginner, SFI Level C - In progress

## honors & awards

### **Evagoras and Praxandros Scholarship - Department of Computer Science** (University of Cyprus)

This scholarship covered the tuition fees for the Master of Science in Computer Science

### **Highly Skilled Workforce Scholarship** (University of Edinburgh)

This scholarship covered the tuition fees for the Degree of Master of Science in Theoretical Physics

## interests

Video Games  
Tabletop RPGs

Digital Art  
Interior Design

Drawing  
Digital 3D Sculpturing

Crochet  
Creative Crafting