Eleni **Evripidou**

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I enjoy the process of developing games since it requires both creative and critical thinking. I am interested in being a part of a motivated team as a gameplay developer and collaborating with game designers, artists and other developers to create games that will be loved by players.

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#, Java, C/C++, Python, MATLAB, FORTRAN, Wolfram Mathematica, HTML, PHP, SQL

Tools: Unity, Unity ML-Agents Toolkit, Blender, LaTeX, Github, Eclipse IDE, PyCharm IDE, Microsoft Visual Studio, OpenGL, Adobe Photoshop, Microsoft Office

Operating Systems: Windows, Linux

experience

Jun 2022- Mar 2023 — **INTERN** *Full-time, CYENS - Centre Of Excellence: V-Eupnea Group*
The internship was completed with the V-Eupnea Group, which focuses on simulating virtual humans, animals, and crowds. 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*.

Sep - Dec 2021 — **TEACHING ASSISTANT** *Part-time, University of Cyprus*
Assignment grading for the undergraduate level course "Distributed Algorithms".

education

2020 - 2023 — **MSc in Computer Science**, *Final Grade: 9.09/10*
University of Cyprus

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

2018 - 2019 — **MSc in Theoretical Physics**, *Class of Award:* Distinction
University of Edinburgh

2014 - 2018 — **BSc in Physics**, *Final Grade: 8.46/10*
University of Cyprus

game jams

Brackeys Game Jam 2024.2 — **LOST IN PAGES** , *Tools: Unity, C#, Photoshop*
Theme: Calm Before The Storm, Duration: 1 week, Team: 2, Role: Programming, Design, Writing, Art
A 2D story based puzzle game, where you solve puzzles to unravel the story.
https://eevrip.github.io/lostInPages-details

GMTK Game Jam 2024 — **QUANTANGLED** , *Tools: Unity, C#*
Theme: Build To Scale, Duration: 72 hours, Team: 9, Role: Programming
A 2D platformer game where you play as Dr Quark. You are trapped in the quantum realm and you try to find your way back home with the help of your new friend Tim the Tardigrade.
https://eevrip.github.io/quantangled-details

game projects

INVENTORY SYSTEM , *Tools: Unity, C#, Photoshop*
Implementation of an inventory system for a survival game. The design includes a backpack inventory, a toolbar and storage.
https://eevrip.github.io/inventorySystem-details

PUZZLE MECHANICS *, Tools: Unity, C#, Photoshop*
Implementation of piecing together a torn sheet of paper in any position the player wants.
https://eevrip.github.io/puzzleGame-details

MSc Thesis & Internship at CYENS

COLLABORATIVE MUSEUM HEIST WITH REINFORCEMENT LEARNING *,*
Unity, C#, Unity ML-Agents Toolkit, Blender
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.
https://doi.org/10.1002/cav.2158

MINI GAME: CHICKEN ESCAPE *, Tools: Unity, C#, Blender*
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.
https://eevrip.github.io/chickenEscape-details

other projects

BEHAVIOUR BLENDING *, Tools: Unity, C#, Unity ML-Agents Toolkit*
This was 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*
This was an effort to study 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 exist following the 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 to result to the parent.

languages

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

Greek *Native proficiency*

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
Digital 3D Sculpturing
Drawing
Creative Crafting
Crochet
Interior Design