



Elias Tarnaras

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- Athens, Greece

HIGHLIGHTS

- Problem Solving
- Continuous Learning
- Project Management
- Diverse skillset
- Research skills
- Work Ethic
- Cross-functional collaboration

AT-A-GLANCE

- Multi-disciplined
- Problem solver
- Detail oriented
- Quick learner
- Target focused
- Self driven
- Critical thinker
- Organization skills
- Team player

ABOUT ME

Personal Info

In my 30+ year career, I have worn many hats and successfully completed numerous projects. Web Developer, Game Designer, B.I. Analyst, Coder, 3D Artist, Project Manager, VR Developer, I.T. Manager, Linguist and now an AI Enthusiast, are just some of the positions I've held. My work ethic is the thing that has always defined me as a professional.

Recently, I have embarked on a new journey to explore the fascinating world of Artificial Intelligence, completing courses in Python, Data Science, Machine Learning, and Deep Learning. My aim is to apply my problem-solving skills and innovative thinking to the AI sector, keeping pace with the rapid evolution of technology.

I am a problem solver at heart, with a distinct need to make things work. I excel at streamlining workflows to eliminate repetitive manual tasks and human errors. I am the go-to person when a project needs an out-of-the-box approach. I thoroughly enjoy learning new technologies and diving into previously uncharted territories, including the exciting fields of Machine Learning, Deep Learning, and Artificial Intelligence.

I have been an integral part of impressive projects like Darkfall: Unholy Wars, an MMO game that returned more than 2M in less than 2 years with more than 150K players.

I am a huge geek, a sci-fi buff, an avid video and board games player, and a cat person. I always have a positive and humorous attitude towards life.

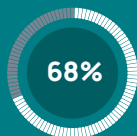
QUICK FACTS

- 31+ Years of experience
- 10+ Hats worn
- 15+ Technologies mastered
- 100% Deadlines met

PROFESSIONAL EXPERIENCE

- 2015 - present **SELF EMPLOYED**
Web Developer - Support
Website creation from concept to full development with continuous support and analytics.
Indicative Projects:
Divanis Hotels - www.divanis.com [+7 hotels' websites]
Lumme Health - www.lummehealth.com
Emotion Center - www.emotioncenter.gr
Fightstress - www.fightstress.gr
Headline I Experiential Agency 2.0 - www.headlineworldwide.com
Anama Lily - www.anamalily.com
- 2017 -2023 **PLINT**
Freelance Linguist – Greek Subtitling
Origination, Translation, Timing and QC for Greek subtitles for one of the major global streaming networks.
- 2017 -2019 **RACE DIRECTORS HQ**
Freelance Web Developer - Support
Development and support of the Race Directors HQ website.
- 2016 -2017 **AVGI S.A.**
Head of Tech Dept. - Web Developer – Webmaster
Managing the creation of the new Avgi newspaper portal, administration of all websites, web development of additional sites, webmaster, analytics, AdSense, IT support for 100+ employees.

SPECIALIZATION



AI,
Machine Learning,
Deep Learning



Databases



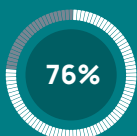
Python,
Sci-kit Learn,
TensorFlow,
PyTorch



WordPress,
PHP, JavaScript,
HTML, CSS



Data integration,
visualization
& analysis



VBA, C#



MS Office
Google Suite



Subtitling

Examples of my ongoing AI work
and code:

Google Collab
GitHub
Hugging Face

LANGUAGES

GREEK [Native]



ENGLISH [Fluent]



FRENCH [Basic knowledge]



REFERENCES

Available upon request
and online:

[www.linkedin.com/in/
eliastarnaras/](https://www.linkedin.com/in/eliastarnaras/)

2010

- 2015

AVENTURINE S.A.

Senior Game Designer – Business Intelligence

- Game systems & balancing design for Darkfall Online, Darkfall Unholy Wars MMORPGs
- Statistical analysis, game economy, gamelogic systems, combat systems, game itemization, shop itemization pricing, data handling, data integration using Oxygen XMLxQueries, mySQL and MS Office
- Data analytics, data gathering, development of an integrated financial platform and reporting tools for marketing analysis and financial planning using mySQL, MS Office and VBA
- Research and development of mathematical models using probability theory and statistical analysis for the design of slot machine games

2005

- 2008

LEXITEL S.A.

I.T. Manager [Head of Tech Dept.]

- Analysis, development and administration of the incoming - outgoing calls billing system database (SQL Server 2000 back-office, MS Access front-end reporting, extensive use of VBA)
- Programming and administration of Avaya PBX
- Development of IVR applications in the Omnivox (APEX) environment

2003

- 2005

EPSILON INTERACTIVE SERVICES S.A.

Software Development Manager

- Interactive TV game development in Macromedia Director, through database servers, communication servers, SMS Gateways and IVR systems
- Real-time processing for the dynamic creation of images and filters, and programming of real-time 3D graphics

1999

- 2003

ATHENS TECHNOLOGY CENTER S.A. [ATC]

Senior 3D & Multimedia Developer

- Project management, analysis and development of numerous multimedia projects
- Application of mathematical theory in 3D graphics in multiple development environments (i.e. VRML, Macromedia Director 3D Engine)
- Real-time processing for the dynamic creation of images and filters
- Project management and development, and technical manual and project analysis writing for numerous EU financed projects

Indicative Projects: A.D.EX. (Athens Derivatives Exchange), VR site in Dion, 3D graphics of Acropolis and ancient artifacts, QUICKWIN (digital cameras and turntables automation, true color correction algorithms), ARIS Augmented Reality image synthesis

INTEGRATED INFORMATION SYSTEMS S.A. [IIS]

Multimedia Developer & 3D Animator

- Project Management and development of numerous EU financed projects
- Multimedia development of 20+ published titles
- Creation and development of VR environments (Division dVS)
- 3D Animation, UI/UX design tutoring (Mu.Vi.ReX)

Indicative Project: VR Museum of Heraklion, Crete.

1993

DELTA DAIRY INDUSTRY S.A.

Paid Internship in IT Department (COBOL, AS400 DB)



ACADEMIC BACKGROUND

2006

- 2010

HELLENIC OPEN UNIVERSITY

Two years of Bsc, Computer Science

1999

- 2000

BOURNEMOUTH UNIVERSITY UK - [National Center of Computer Animation]

MA, Computer Animation and Visualization

1994

- 1995

MULTIMEDIA AND VIRTUAL REALITY CENTER OF STUDIES [MU.VI.REX]

Multimedia Design & Development

1990

- 1993

ETHNIKO KAPODISTRIAKO PANEPISTIMIO ATHINON

Two years of Bsc, Mathematics