

ANGELOS TSOLAKIS

Newcastle upon Tyne, UK

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Summary

Innovative game programmer with 2 years of experience in game development. Seeking game designer, level designer or gameplay programmer position to utilize knowledge and skills.

Work Experience

Research Assistant / Associate Programmer

Newcastle University

Nov 2019 – Present

- Being a part of the Water Security Hub, which its significant international and interdisciplinary endeavour focuses on research on countries such as Colombia, Ethiopia, India, and Malaysia. I was responsible of the gamification of the core concepts of water pollution and its treatment.
- Working alongside scholars and researchers, I was responsible of the entire development of the two educational games below, starting from the initial design to the production (coding) and final testing (debugging).

<Clean the River>

It is a second person / problem solving game which displays a few factors responsible of river pollution and ways to resolve them. The player target group was in Ethiopia, hence, the lack of English text. Images help with instructions of the game.

Link: <https://waterpurity.github.io/Clean-the-River/>

<Sim-Catchment>

It is a city-building game, where the players based on what they build, it will affect the water and the environment in various ways (pollution, erosion, etc.). Since it is part emulator, the players will be able to run the numbers to see how negatively or positively their choices affect the environment in the future.

Link: No link yet since it's still under development.

Education

MSc in Computer Game Engineering (Distinction 1:1)

Newcastle University

Sep 2018 – Sep 2019

BSc (Hons) in Computing (Upper Division 2:1)

Metropolitan College of Thessaloniki

& University of East London

Sep 2013 – June 2016

Skills

- Expertise in game programming, including development, coding, and troubleshooting
- Proficient in Unity3D, C++, C#
- Adept in OpenGL, GLSL
- Self-motivated with great organization, communication, and problem-solving skills
- Commitment to continuing education to stay on target with current and future technologies
- Comfortable working independently and in team setting
- Multilingual [Greek (Native), English (Proficient), Bulgarian (Intermediate)]

Seminars / Conferences

“Intro to Game Design”

Stonesoup, Greece (Athens)

Nov 2015 – Dec 2015

- How to brainstorm
- Transfer the ideas into connected context
- Test the playability of the gameplay and refactor
- Polish the gameplay

During the seminar we had to create and polish our own board game.

Side Projects

- Ludum Dare 43, Global Game Jam

A local player versus player multiplayer, item-based fighting game developed in Unity3D. <https://ldjam.com/events/ludum-dare/43/sacrifitem>

Hobbies and Interests

I am passionate about gaming outside of work and play competitive games in my free time. I also like to play the violin and exercise.

References

Available on request.