

Giannis Spentzas

Computer Science Graduate

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Summary

I am a programmer from Greece who is passionate about game development and AI scripting.

Education

Piraeus University of Applied Sciences

- [Computer Systems Engineering](#) Sept.2009 - Sept.2015

University of Cambridge

- First Certificate in English June 2006

Work Experience

Benefit Software

- Technical Support Apr.2017 - Oct.2017

Additional Information

Military Service

- Completed my mandatory military service to the Greek Navy Nov.2015 - Nov.2016

Skills

Language

- Greek (Native)
- English (Fluent)

Programming

- Proficient in Java
- Proficient in C# scripting
- Competent with C and C++

Game Development

- Proficient in the use of the Unity game engine

Other

- Competent in MySQL
- Familiar with HTML, PHP and CSS

Projects

For my thesis on University of Piraeus I picked “Game development with the Unity game engine” as the subject. Along with it I had to create a game in Unity in which I showcased player control, enemies with various behaviors, and systems for selecting levels and saving. [You can find the completed project here](#)