Isidoros Tsoulkas

[My Portfolio](#)

Game Developer

ME in Electrical & Computer Engineering

Career Objective

Hopeful to join a game development studio where I can use my skills and experience to create enjoyable games while at the same time advancing my knowledge on game development and sharpening my programming skills.

Development Skills

- Code Architecture
- Performance Programming
- Software Design Patterns
- AI (Machine Learning)
- Object Oriented Programming
- Github Workflow

Professional Experience

SyncVR Medical
Role: VR Game Developer Intern
Duration: February 2023 – now (1 month left)
Responsibilities: Create a VR relaxing game for young children that undergoing medical procedures
Misc: I work on a 4-person project team

Projects

Antilight 2023 | Finalist **Athens Digital Art Festival**

Role: Game developer, Game Designer, Voice actor

Description: Action shooter game for blind people

Skills: OOP, Software Design Patterns, Audio engineering, Github

I am here for you 2022 | Honorable mention **DeepWell Mental Health Jam**

Role: Game Developer, Level Designer

Description: 2D side-scroller narrative game that talks about mental health

Skills: OOP, AI, Animations, Post Processing VFX

Mr. Handy 2021

Role: Game Developer, Game Designer

Description: Top-down shooter that features fun game mechanics like Slow Motion
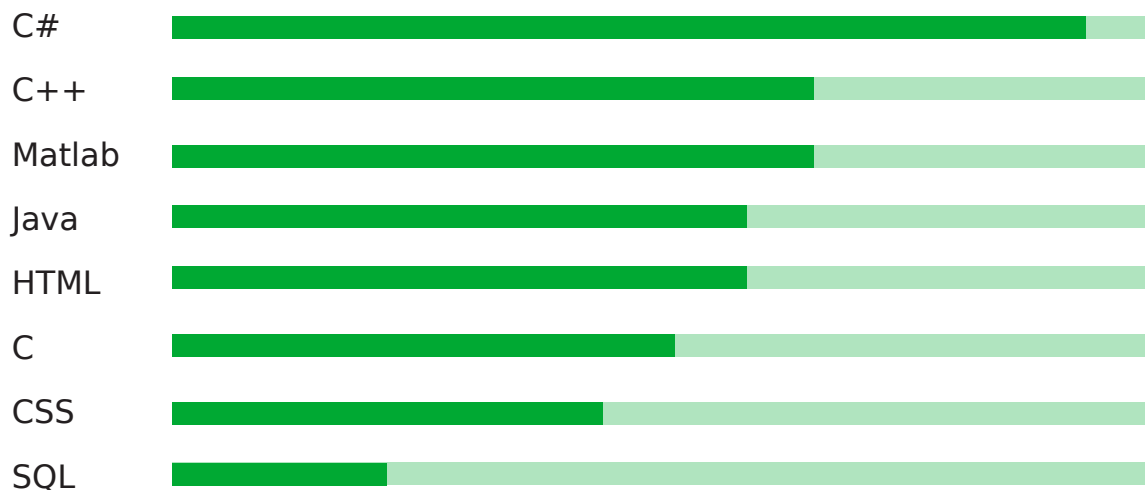
Skills: OOP, AI, Game Physics

For more projects check out **My Portfolio**

Tools

Visual Studio **|** Unity 3D **|** Github **|** Linear **|** Trello **|** VS Code **|** Terminal **|** Matlab

Programming Languages

Language	Proficiency
C#	████████████████████░
C++	██████████████░░░░░░░
Matlab	██████████████░░░░░░░
Java	████████████░░░░░░░░░
HTML	████████████░░░░░░░░░
C	██████████░░░░░░░░░░░
CSS	█████████░░░░░░░░░░░░
SQL	██████░░░░░░░░░░░░░░░

The Learning Journey...

School & University

- Private school Kalamari in 2008 - orientation: Science

- Aristotle University of Thessaloniki in April 2022 with a master's degree in Electrical and Computer Engineering

Master Thesis

"Train an agent with Supervised Learning using Unity3D" (2021)
Description: In this application the user applies the Supervised Machine Learning technique to train a bot in order for it to escape a user-created labyrinth.

Online courses

- Complete C# Unity Developer 2D
- Mastering Coroutines in Unity3D
- Machine Learning with Unity
- Artificial Intelligence for Beginners
- Design Patterns for Game Programming

Workshops

- Vellum Certified Unity 3D Programmer
- Unity Introduction to Game Development
- Web & Mobile App Development

Hobbies

Co-op Boardgames, Cooking, Woodcraft, Dancing

Thank You For Your Time

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Contact info

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