



PROFILE

Born in Cyprus, 21 years old computer enthusiast.

3 Years' experience in **Java**.

3 Years' experience in **C#**.

3 Years' experience in **Unity**.

Multiple Video Game Projects in Unity and in Unreal Engine.

2 Years' experience in **C++**.

Active person with passion in Drumming and Music.

Fluent in Greek and English, very skilled at communicating and developing relationships in the workplace.

My goal is to work on large projects at local and/or international companies and create life-changing video games.

CONTACT

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HOBBIES

Drumming

Gaming

Game Development

NIKOLAOS KOUIS

EDUCATION

Institution: Linopetra Lyceum

Field: Physical Sciences and Computer Science

Dates: From 2016 to 2019

Institution: University of Essex

Course: BSc - Computer Science, Year 3

Dates: From 2020 to 2023

WORK EXPERIENCE

KIK Trading – Mini Mall Stores (MMS)

2021-2021

Summer job as a cashier in MMS in Limassol.

Amdocs - Vubiquity

2022-2022

Software Engineering Intern.

I was working on a Web App, using **JS-React** and **C#-.Net**.

I also used **Jira** and **Azure** during my internship.

University of Essex - Frontrunners

2023-

Avatar Creation – VR Developer

I am developing a VR Avatar Creation. Project "Be Yourself". Avatar Creation for Kids.

ACHIEVEMENTS

- Duke of Edinburgh's International Award Bronze Course
- Computer IGCSEs - Mathematics IGCSEs - First Language Pearson Edexcel - Second Language Cambridge
- Unity – Unreal Engine Projects
- Website Designer
- *The Loop: Ouroboros*, Horror Game, currently on Alpha, using Unreal Engine.
- *Ritualist*, Horror Game, currently on Alpha, on Unity using C#.
- *Surveillance Job*, published Android puzzle game, using Unity.
- **Joined the Global Game Jam 2022**, Horror game on Unity using C#, Finished game.
- **Joined the Brackeys Game Jam 2022**, Horror Shooter VR Game on Unity using C#, Finished game.
- **Won the Essex Game Development Society Game Jam 2022**, First Person game, using Unity.
- **Joined the Amdocs Hackathon 2022**, Web based Platform game, Finished game – 2nd Place.
- **Joined the Global Game Jam 2023**, Rogue-like FPS Game, Finished game.
- **Capstone Project, University Final Year Project**, HomeScale VR. House Scale VR is a software that gives a more realistic experience to the user, by calculating the obstacles they have in the real world and transform them into the game.