Portfolio

Pantelis

Koumpoulidis

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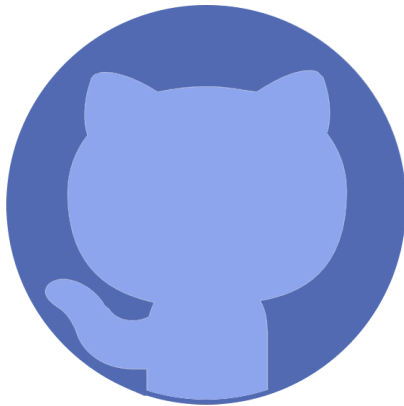/tandalos

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about me

I am currently a student at ionian university in the field of computer science, with my main interests
being game development, software design, and character illustration. These particular fields
of my study allow me to interact with the things I enjoy the most ,which are , designing and coding

Worked For

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Public (2019)

I have worked as a salesman in the past in the branch store of public in Corfu, which allowed me to interact with gadgets, computers, cellphones and more in the summer of 2019

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Battlenet (2018)

I have been also an employee at an internet café chain in my city of origin in 2018

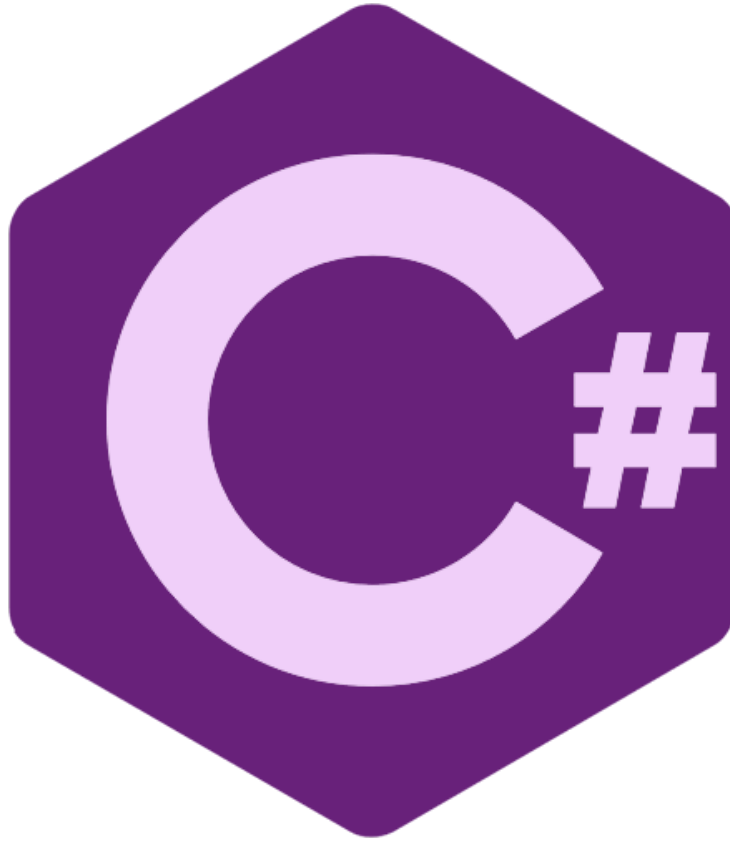**Knowledge**

Unity Game Develpment

Web Development

Digital Art

In the Unity engine in particular in the past, I have created many projects such as Survival , FPS, platformer games

I have recently started to learn HTML and CSS and consider myself having more than average knowledge in this domain.

Photoshop and illustrator are a more or less known field to me as well, with beyond average skills in designing and drawing.

Programming Skills

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  32%

- 32%

- 32%

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  32%