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Summary

I am a Unity developer with 3 years of experience, building both 3d, Virtual reality, and 2d games. I am currently working on two companies, helping them create and design their virtual reality solutions and products.

Experience



Unity/VR + Android Developer

Content Management In Culture COMIC

Dec 2018 - Present (2 years 11 months +)

The main developer for a Virtual reality "serious game" project that resembles the assembly and disassembly of an engine. It receives as input a 3d model of an engine then:

- It understands when a part is interactable by a global controller.
- Has a controller on each part that knows its dependencies.
- Some parts of the engine need the user to be holding a specific tool to come off.
- The interactable/grabbable parts to highlight when the user's hand is near.
- Fundamental tools are placed in the user's hand in a realistic way and are not just attached.
- Architecture: Observer Pattern

Technologies Used: Unity 3d, C#, Oculus, VRTK

The main developer for a multiplayer card-game developed in Android Studio & Unity2D. The game could fit up to twelve players, the players can join more than one game, play multiple minigames, etc.

- Retrofit and OkHttp was used for executing multiple web requests to a REST API.
- Used RxJava for observing changes concerning the current game state.
- Familiarity with android performance tools: Android profiler, Garbage collection, Rendering problems.
- Collaboration with UX/UI design team to translate requirements and mock-ups into fully functioning interfaces.
- Firebase Cloud Messaging was used for handling the notifications.
- Maintaining and updating the project using Git.
- The architecture used: MVVM

Technologies used: Android Studio, Java, XML, JSON, RxJava, Dagger2, Retrofit, OkHttp, REST API, UI, UX, Firebase, Firebase Cloud Messaging, git, Garbage collector, Android profiler, MVVM



Virtual Reality Software Engineer

Institut Polytechnique de Paris

Oct 2020 - Jun 2021 (9 months)

During my time in IP Paris apart from doing my master's I also worked as an XR developer in an XR lab, where I created two projects:

- A cross multiplier application between VR & PC. The PC player is able to see the VR player's movement and as well as manipulate the user. The co-op game greatly resembles a VR Fruit slicing game but with a lot more features.
- An application that combines two Oculus Quest in the same scope and space. Optitrack would update their positions and show the other users where they are. The result is a colocated VR experience

Technologies used: Unity3D, Photon PUN, Oculus, C#, Hand tracking, Optitrack, Hololens2



Unity/VR Developer

MAGOS

Mar 2020 - Sep 2020 (7 months)

Main developer of a Unity API that:

- Creates an interface that will enable the hand tracking equipment to communicate with Unity.
- Handles complex physical interactions between the virtual hand and different objects within Unity (soft bodies, rigid bodies).
- Create humanoid models able to follow the movement of the VR headset and trackers and, as well as record and display these movements.

Technologies Used: Unity3d, HTC VIVE, C#, JSON, Motion capture equipment



Android Developer

Ingredio

Jun 2018 - Dec 2018 (7 months)

Ingredio is an application that informs the consumers if a product is hazardous or not, based on its ingredients, made entirely in Android Studio. The algorithm queried through a database of ingredients that are based on information that we were able to retrieve from the European Commission and the National Institutes of Health.

- Migrating from an SQL database to Firebase Online database, thus making the application significantly smaller in size.
- Greatly Improved the algorithm's querying abilities, by adjusting query parameters.
- Maintain and update the app multiple times through Google Play Console.
- Used Crashlytics, Firebase Analytics for gaining insights about how the application function upon release.
- Familiarity with Git and Version Control.
- Creation of a manual that was able to guide new interns about how the application functions.
- Showcase the app in multiple science conferences such as Athens Science Festival and Athens Innovation Festival.

Technologies Used: Android Studio, Java, XML, SQL, Google Play Console, Firebase, Firebase Console, Crashlytics, Firebase Analytics, Git



Unity/VR Developer

National Technical University of Athens

Sep 2017 - Jun 2018 (10 months)

My diploma thesis was the creation of a standalone VR project in Unity3d, that the player would have to cooperate with a six degree of freedom industrial robotic arm in order to finish a specific task.

- The whole scenario was designed and programmed in Unity3d.
- Custom made motion capture equipment was used, using Arduinos and Accelerometers.
- The motion was integrated into Unity3d, using Microsoft Visual Studio.
- The robotic arm was completely programmed and designed in Blender.

Technologies Used: Unity3d, Visual Studio, C#, Blender, Andruinos, Accelerometers, Animations, Sounds

Education



Institut Polytechnique de Paris

Master's degree, Computer Science

Sep 2020 - Jun 2021



National Technical University of Athens

Master's degree, Mechanical Engineering

2011 - 2018

The bachelor (4 years) was in mechanical engineering but the specialization (Master thesis and Internship) was in software engineering (Creating a software and work as an android developer)

Skills

Unity3D • Android Studio • Creative Problem Solving • Engineering • Android Development • Programming • Software Development • Computer-Aided Design (CAD) • C# • MathCAD

Honors & Awards



XR4ALL - <http://xr4all.eu/>

Jun 2020

During my time at MAGOS as Unity/VR developer, we managed to be one of ten award winning companies in the XR4ALL competition for VR/AR technologies in europe.