



PANTELIS KASSOTIS

SOFTWARE ENGINEER

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SKILLS

- HTML5, CSS, C++, C#, JavaScript, Python

ABOUT ME

- Full stack experience creating and managing websites, apps and GUIs from the concept stage all the way to publishing. Love learning new things and tools every day. If I do not know something I will learn it.

LINKS

Personal Site:
<https://panteliskassotis.com>

LinkedIn:
<https://www.linkedin.com/in/bearofleipzig>

GitHub:
<https://github.com/pkassotis>

EDUCATION

- **MICROBACHELORS (MB), COMPUTER SCIENCE FUNDAMENTALS**

NYU TANDON
2021

- **ADVANCED PROFESSIONAL CERTIFICATIONS (APCS), WEB PROGRAMMING, MOBILE APPS, GAME DEVELOPMENT AND ARTIFICIAL INTELLIGENCE**

HARVARD UNIVERSITY
2020

WORK EXPERIENCE

- **SOFTWARE ENGINEER - FACEBOOK GAMING** | FEB 2021 - PRESENT

FACEBOOK, REMOTE

- In charge of the TETHORAX developer team that launched the Gluttony instant game series. Now working on game applications for Quest and Rift users as well as productivity apps for Enterprise.
- Disrupted game development by launching a mobile game engine app that allows users to build Facebook instant games without programming knowledge from their phones.
- Help strengthen Hydra's pluggable architecture by working on plugins that enable the launching of code on AWS or other cloud providers directly from the command line.
- Make fun games that Messenger users can play with each other while chatting, expanding the average time they spend on the app, and increasing profitability for the company and its advertisers.

- **SOFTWARE ENGINEERING CONSULTANT** | MAR 2018 - DEC 2020

RAKUTEN ADVERTISING, REMOTE

- Created award-winning apps and websites for 4 different Rakuten divisions plus Walmart.
- Helped American retailers like Target and Walmart establish a presence for millennials and Generation Z members in the difficult-to-enter Asian markets.
- Won 4 International Performance Marketing Awards (IPMAs) for "Best Affiliate Network", "Best Performance Marketing Campaign", "Best Retail Campaign" and "Best Team in Performance Marketing".

- **WEB PRODUCER** | DEC 2020 - PRESENT

OVERWATCH LEAGUE - ACTIVISION BLIZZARD, REMOTE

- Created a store and an award-winning live-streaming show that sold official OWL gear at no additional cost to Activision-Blizzard.
- Secured a multi-year partnership with Amazon Prime Video
- Averaged 375k viewers per minute.
- Won the "People's Voice" category at the Webby Awards in 2019.
- Established OWL as the most investor-friendly esports league in the world with a higher return rate for team owners than anywhere else.