



# DIMITRIOS LOLIS

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## PROFESSIONAL SUMMARY

As a computer science student, I've worked on multiple team projects, gaining valuable experience in communication, collaboration, and meeting deadlines. I have 3 years of experience with C# and Unity, which sparked my passion for game development. Over the past 2 years, I've focused on Full-Stack Development, specifically with Next.js and Vercel, further refining my problem-solving skills and attention to detail. I thrive under pressure and excel in teamwork, and I'm excited to continue growing at the intersection of technology and creativity as I pursue my career in computer science.

## ACADEMIC BACKGROUND

**UNIVERSITY OF TWENTE** 2021-2025  
TECHNICAL COMPUTER SCIENCE 7.7/10 GPA

## LANGUAGES

- Greek (native)
- English (fluent), CPE 2019: 207 points

## CORE SKILLS

- Java
- Python
- ReactJS / Native React
- Next.js
- Supabase
- Posthog
- Typescript
- Vue.js
- TailwindCSS
- C++/C#
- Unity
- Linux Ubuntu/ Kali

## CAREER HISTORY

**FULL STACK DEVELOPER** April 2023 to  
NOTE-BRIDGE September 2024

As a full-time employee at Note-Bridge, I took on greater responsibilities in front-end and back-end development, playing a key role in implementing major feature enhancements that boosted user engagement and platform performance. I oversaw the integration of complex third-party APIs, expanding platform capabilities, and took on leadership roles in sprint planning and retrospectives. Additionally, I contributed to optimizing deployment pipelines and improving system architecture for smoother continuous deployment.

**INDIE GAME DEVELOPER** March 2020 to  
FREELANCE March 2023

As a freelance Unity developer, I designed, developed, and published a game on itch.io. I handled gameplay mechanics, C# coding, and integrated features like leaderboards and a positioning system. Collaborating with artists and sound designers, I ensured a cohesive experience and optimized performance. Post-launch, I managed bug fixes and updates to enhance the user experience, deepening my Unity expertise and ability to deliver polished games.