

Sofia Papadopoulou

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NE1 5AT, Newcastle upon Tyne, UK

Postgraduate student in Computer Game Engineering at Newcastle University.
Programmer with 3.5 years of experience in ASP.NET and SQL administration.
Approximately 5 years of experience in web development and content editing.

Software Experience

C++, C#, Unity, Unity Cloud, Unreal Engine, Microsoft Visual Studio
ASP.NET Framework, SQL, BizTalk Server, HTML, CSS, JavaScript, React
GitHub: <https://github.com/sopa92>

Education

MSc in Computer Game Engineering, Newcastle University, UK

Sep 2019 – Present

- Related courses: Advanced Programming for Games in C++, Advanced Graphics for Games, Advanced Game Technologies, Game Technology Innovations, Engineering Gaming Solutions within a Team

BSc in Information Technology, University of Piraeus, Greece

Sep 2010 – Mar 2016

- Major: Software Engineering and Intelligent Systems - Final Grade: 7.46/10, Very Good
- Thesis: "*Educational Software for Dance Learning in Virtual Environment*" (Unity3D development, motion capturing via Xbox360 Kinect, animation processing/exporting)
- Related courses: Human-Computer Interaction, Artificial Intelligence and Expert Systems, Computer Graphics, Multimedia Systems, Virtual Reality, Software Engineering

Work Experience

Programmer, Plaisio Computers S.A, Greece

Nov 2015 – Jun 2019

- Software Development (ASP.NET, C#) practicing Agile Methodologies
- Application & Database Server Administration
- Monitoring, Maintenance and Upgrading (www.plaisio.gr, www.plaisiopropo.gr)
- Communication Development and Monitoring between Web-Applications and SAP
- Research for upcoming technology trends and new e-commerce solutions
- Research for optimization, performance, scalability and reliability of Web Applications

Web Developer, Aboutnet, Greece

Jul 2014 – Jul 2015, 2 months internship included

- Responsive websites' Development (Joomla and OpenCart)
- Tutoring customers-clients on their websites' administration
- Database administration and Research on Seblod kit

Web Content Administrator, European Association on Signal Processing, Greece

Mar 2014 – May 2016

- Website content update & Redesign on www.eurasip.org

Online Courses & Seminars

- "Unreal Engine 4: How to Develop Your First Two Games" (Udemy) - Feb 2018
- "The Ultimate Guide to Game Development with Unity (2018.2.x)" (Udemy) - Nov 2018
- "Designing Game Puzzles in Unity" (Pluralsight) - May 2017
- "Creating UI Elements for Games in Unity" (Pluralsight) - Jul 2017
- Seminar with subject: "Introduction to Game Design, Game Development and Kinect", presented by: StudentsGuru Unipi - Jun 2014
- Seminar with subject: "Unity Development on Windows 8 - GameAthlon", presented by: Carl Callewaert (Lead Technical Evangelist in Unity) & Jaime Rodriguez (Principal Program Manager in Microsoft Corporation) - Jun 2014

Languages & Certificates**Languages**

- Greek: Native
- English: IELTS, British Council, C1 - Sep 2018
- English: Certificate of Proficiency in English, University of Michigan, C2 - May 2011
- French: DELF B2 - Jan 2007

Other Certificates

- Certified Sitecore Professional Developer - Mar 2018

Volunteer Experience

- Member of "Plai Sou": Corporate Social Responsibility team of Plaisio Computers
- Foster Parent in Actionaid
- Foster Parent in WWF

Honors

Plaisio Dream Team: Award for semester's best employees of Plaisio Computers - Oct 2018

Interests

Travelling, Gaming, Cross training, Escape Rooms, Puzzles and Riddles, Dancing