Stefanos
Kapsoritakis

Contact

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Links

LinkedIn	Portfolio	GitHub

Languages

English – C2
Finnish – C1
Greek – C1
German – B1

Hobbies

- Working out
- Basketball
- Video Games

Summary

I'm a game design graduate specializing in Unity and C#. I am passionate about programming and improving my skills, Some of my hobbies include playing basketball and playing video games, I fell in love with them at a young age and decided to enter the business.

Skill Highlights

- C#
- WordPress
- GitHub, BitBucket
- Unity
- JavaScript
- React

Experience

Game Developer - 04/2021 – 06/2022
TurkuGameLab, Turku
- Commissioned Thesis
- Created a VR game in Unity that utilized hand-tracking and controllers
- Technologies used: Unity, C#, GitHub, Oculus Quest

Game Developer - 06/2020 – 07/2020
TurkuGameLab, Turku
- Practical Training
- Collaborated in a team on a VR game
- Technologies used: C#, Unity, BitBucket, HTC Vive

Web Developer – 03/2019 – 07/2019
Central-Paku Oy, Turku
- Practical Training
- Created the front-end webpage on a car rental company
- Technologies used: WordPress

Education

Bachelor of Engineering: **Information and Communications Technology** – 2017-2022
Turku University of Applied Sciences, FI

Certifications

English Competency Certificate, The University of Michigan Certificate of Competency in English

German Competency Certificate, Göethe Institute **B1**

Bachelor's Thesis:
https://www.theseus.fi/handle/10024/754933