

Isidoros Tsoulikas

Game Developer

[My Portfolio](#)

ME in Electrical & Computer Engineering

Career Objective

Hopeful to join a game development studio where I can use my skills and experience to create enjoyable games while at the same time advancing my knowledge on game development and sharpening my programming skills.

Development Skills

- Code Architecture
- Performance Programming
- Software Design Patterns
- AI (Machine Learning)
- Object Oriented Programming
- Github Workflow

Professional Experience

[SyncVR Medical](#)

Role: VR Game Developer Intern

Duration: February 2023 – now (1 month left)

Responsibilities: Create a VR relaxing game for young children that undergo medical procedures

Misc: I work on a 4-person project team

Projects

[Antilight](#) 2023 | Finalist [Athens Digital Art Festival](#)

Role: Game developer, Game Designer, Voice actor

Description: Action shooter game for blind people

Skills: OOP, Software Design Patterns, Audio engineering, Github

[I am here for you](#) 2022 | Honorable mention [DeepWell Mental Health Jam](#)

Role: Game Developer, Level Designer

Description: 2D side-scroller narrative game about mental health

Skills: OOP, AI, Animations, Post Processing VFX

[Mr. Handy](#) 2021

Role: Game Developer, Game Designer

Description: Top-down shooter that features fun game mechanics like Slow Motion

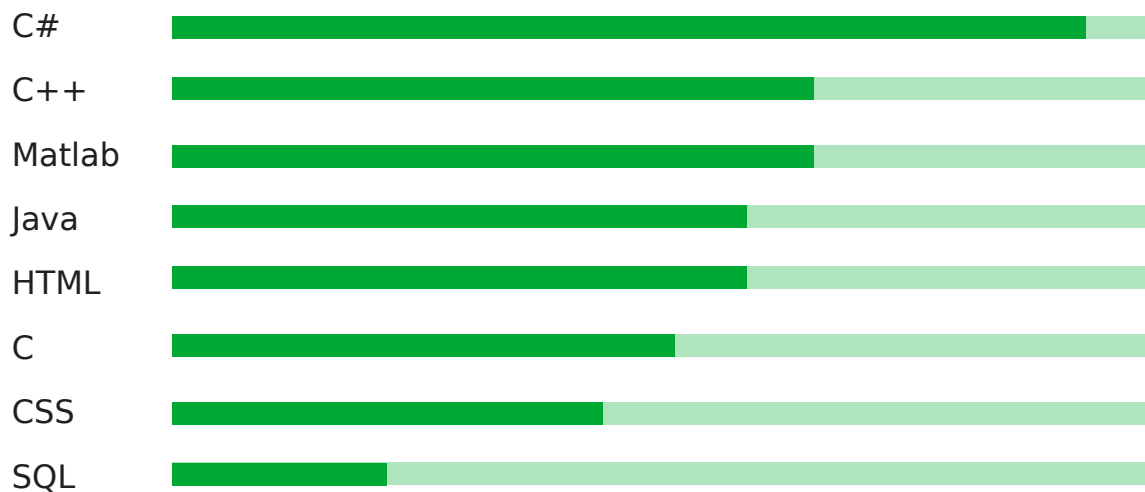
Skills: OOP, AI, Game Physics

For more projects check out [My Portfolio](#) or [My LinkedIn](#)

Tools

Visual Studio | Unity 3D | Github | Linear | Trello | VS Code | Terminal | Matlab

Programming Languages



The Learning Journey...

School & University

- Private school Kalamari in 2008 - orientation: Science
- Aristotle University of Thessaloniki in April 2022 with a master's degree in Electrical and Computer Engineering

Master Thesis

[“Train an agent with Supervised Learning using Unity3D”](#) (2021)

Description: In this application the user applies the Supervised Machine Learning technique to train a bot in order for it to escape a user-created labyrinth.

Online courses

- [Complete C# Unity Developer 2D](#)
- [Mastering Coroutines in Unity3D](#)
- [Machine Learning with Unity](#)
- [Artificial Intelligence for Beginners](#)
- [Design Patterns for Game Programming](#)

Workshops

- Vellum Certified Unity 3D Programmer
- Unity Introduction to Game Development
- Web & Mobile App Development

Hobbies

Co-op Boardgames, Cooking, Woodcraft, Dancing



Thank You For Your Time



Contact info

isitsou@gmail.com | +30 69 42631785

Isidoros Tsoulikas