

Periklis Paschaloglou

Greek (Eligible to work in EU/UK) | Birmingham, UK

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[Portfolio](#) | [YouTube](#) | [Itch.io](#) | [LinkedIn](#) | [GitHub](#) | [3D Designs](#)

PERSONAL SUMMARY

I am an enthusiastic game developer with programming background and Games Design degree knowledge that help me to visualise key development aspects better and push me into driving a video game throughout the production cycle effectively. I like using Unity and Unreal and constantly discover and learn something beyond my degree and specialty. I am also interested in Gamification, GWAP and “Games 4 Change” and I like to participate in game jams, whether the entries are 5 or 5000.

In my spare time, I enjoy 3D modelling using Blender 2.80 and I create asset for my projects which have been downloaded more than 800 times so far. I also love expanding my knowledge through online courses as well as socializing. I am motivated and eager to learn more and succeed in the industry.

SKILLS

C#	Unity	UE4 (Blueprints)
Blender	Version Control	Game Management
Level Design	Visual Studio	Enthusiastic
Leadership	Collaborative	Perfectionist

EMPLOYMENT

- 02/2021 – 06/2021 Junior Unity Developer at TalkOut**
- Creating a gamified app for serious educational training of Lean Manufacturing methods.
 - Unity & C#
 - Level Design, Game Flow, Programming
 - Continuous contact/Demo with clients

KEY PROJECTS

- BinGo*** **MA Games Design Final Project**
A Location-based Augmented Reality Gamified App
- Game Design document
 - Augmented reality battles using Google ARCore SDK
 - LiveOps Leaderboards using PlayFab
 - Location based content using Mapbox
 - UI/UX
- Amusement Park*** **Advance mission design (University Project)**
(PC) (Video)
- Production document/ GDD
 - Modelled the 3D Designs using Blender 2.80
 - Player’s back story, Sequencer, Landscape texture paint, World Lighting, Particles
- Alt Space Invaders*** **Game design roles (University Project)**
(Play) (Video)
- Production document/ GDD
 - Flow

- Project Manager** **Games management (University Project)**
- Executive summary, Business Plan, Product Breakdown Structure, Product Flow Diagram
 - Company/ Employer Costs, Timeline
 - Milestones, Risk analysis
- PM & GD** **Virtual Reality (University Project)**
- Game Design Document (as PM)
 - PBS and PFD (as PM)
 - Timeline/ Team Coordination (as PM)
 - Animal AI, Behaviour Trees, Blend Animations (as GD)
- Game Dev** **Personal Projects and Game Jams**
- Orbs Across [Improve my game (Game Jam)]
 - Math Defender/Runner (Math skills game)
 - Block Breaker, Discover Athens (Educational game)

EDUCATION

- 09/2018 – 03/2021** **Master of Arts - Game Design [Expected Distinction]**
Teesside University, Middlesbrough, United Kingdom
- 10/2011 - 05/2017** **Bachelor - Computer and Informatics Engineering**
International Hellenic University, Kavala, Greece
- 02/2015 - 06/2016** **Erasmus - Electrical Engineering & Computer Science**
Politechnika Lubelska, Lublin, Poland
- Thesis. Using Raspberry Pi and Python.

ONLINE COURSES

Pluralsight

- Unity Game Dev: Design Path *
- Unity Game Dev: Programming Path *

LinkedIn

- C# courses
- Algorithms and design patterns
- ASP .NET

Udemy

- Complete C# Unity Developer 3D - Learn to Code Making Games.
- Unreal Engine C++ Developer: Learn C++ and Make Video Games
- Complete Blender Creator: Learn 3D Modelling for Beginners