ANGELOS TSOLAKIS

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Portfolio: atsolakis.github.io

PERSONAL SUMMARY

An enthusiastic and hardworking individual, constantly evolving absorbing all the available knowledge, thinking innovatively creatively. Possesses excellent communication and problem-solving skills. Can work effectively with phenomenal time management skills, both autonomously and as part of a team. Throughout his academic environment so far has acquired high-level planning and organizing skills.

EDUCATION

Newcastle University   *Sep 2018 – Present*

MSc in Computer Game Engineering

- Advanced Programming for Games
- Advanced Graphics for Games
- Advanced Game Technologies (Physics, Game AI, Networking)
- Research Methods for Gaming Innovations
- Entrepreneurial and Enterprise Skills in Games Industry
- Engineering Gaming Solutions within a team
- Senior Project: Delivered by September 2019

The University of East London &

Metropolitan College of Thessaloniki   *Sep 2013 – May 2016*

BSc (Hons) with **Second Upper Division (2:1)** in Computing

Dissertation Project: Developing a 3D Video Game. This project aimed to deliver a fully functional game, developed in Unity.

PROJECTS

- Fast Prototyping   *Feb 2019*

A fast prototype of a game idea using any commercial engine in order to create quick gameplay ideas, but most importantly to familiarize ourselves with that engine. The main goal of that was many objects either get attached to you when you would be approaching them or started following you.

https://www.youtube.com/watch?v=l_-mj6ud27w&t=79s

- Ludum Dare 43, Global Game Jam   *Dec 2018*

A local player versus player multiplayer, item-based fighting game developed in Unity3D.

https://ldjam.com/events/ludum-dare/43/sacrifitem

- Coursework for Advanced Game Technologies   *Dec 2018*

A simple golf game that includes physics and AI. It has been developed using **C++** and the physics engine provided by the University.

https://www.youtube.com/watch?v=V7bx-VzJlsQ

- Coursework for Advanced Graphics for Games   *Nov 2018*

Different scenes presenting different aspects of graphics, written in C++ and OpenGL

https://www.youtube.com/watch?v=t65xXUOzpik&t=87s

- Coursework for Advanced Programming for Games   *Oct 2018*

The task was to develop a computer program in C++ to demonstrate strategies for constructing a simulation of a multi-lock safe and to extend that program in order to allow the determination of combinations to unlock the multi-lock safes.

TECHICAL STRENGTHS

Computer Languages:	C++/C#
Graphics Programming:	OpenGL, GLSL
Interpersonal Skills:	Excellent Communication and Presentation Skills, Good Time Management Skills, High-level Organizational Skills
Professional Skills	Critical and Innovative Thinking, Problem Solving Skills
Languages	**Greek** (Native)
	English (IELTS Overall Band Score 7.0/9.0, ESB Level 1 ESOL B2
	Bulgarian (Intermediate B1)

SEMINARS/CONFERENCES

- www.artamantium.com , Athens, Greece   *Nov 2015 – Dec 2015*
  "Intro to Game Design"
- Metropolitan College, Thessaloniki, Greece   *Dec 2014*
  "International Conference in Information Security and Digital Forensic"

ADDITIONAL INFORMATION

Military Service:	Hellenic Army, Ground Forces (Nov 2016 – Aug 2017)
Interests:	Playing the violin, playing football, writing, playing video games

REFERENCES

Available on Request.