

Antonios Stergiopoulos

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About me

Experienced game developer with a MSc in Computer Games Technology and a BSc in Computer Science. 2+ years of professional game programming experience. Over a decade of personal experience in Unity3D, also proficient in Unreal Engine. Passionate about gaming, boardgaming and all related aspects. For a deeper look into my projects and skill set, I invite you to visit my [portfolio website](#).

Work Experience

Game Developer | *PQube (at Secret Level Studios), Letchworth Garden City, UK* **Jan 2024 – Present**

- Led development of the 'When The Light Dies' project for 10 months, transitioning from an external studio and managing a small team through the final stages.
- Performed platform porting patches for games like 'Knights VS Giant' and 'Potion Permit'.
- Platforms I worked on include Steam, PS5, PS4.

UNITY 3D **C#** **GIT**

Junior Programmer | *Team17 Digital, Wakefield, UK* **Mar 2022 – Nov 2023**

- Worked in platform conversions and maintenance for games like OverCooked 2, Hell Let Loose, Thymesia, The Knight Witch, The Serpent Rogue, Hokko Life and Crown Trick.
- Platforms I worked with include WinStore, OSX, Linux, Steam, GOG, EGS, Switch, XSX, XB1, PS5, PS4, Luna and Alibaba.

UNITY 3D **C#** **UNREAL** **C++** **VISUAL STUDIO** **TEAMCITY** **PERFORCE** **PLASTIC** **GIT**

Microsoft Student Partner / Microsoft Learn Student Ambassador | *Microsoft, Greece* **Jun 2014 – Sep 2021**

- Tutored undergraduate/postgraduate students in labs and lectures on Windows 8.1 app and C# (University of Piraeus)
- Presented seminars on subjects such as Unity3D and UWP apps (University of Piraeus and online webinars)
- Created tutorials regarding Windows 8.1 ([animation](#), [windows store certification walkthrough](#) and [in-app purchases](#))

UNITY 3D **C#** **VISUAL STUDIO** **UWP**

Website Developer | *National Centre of Scientific Research Demokritos, Greece* **Nov 2016 – May 2017**

- Website development/maintenance for an annual European festival about health care

JAVASCRIPT **HTML** **CSS**

Website Developer Internship | *National Centre of Scientific Research Demokritos, Greece* **Apr 2016 – Jun 2016**

- Assisted in the development/maintenance of a web-based platform for Health care purposes

ANGULAR JS **C#** **MYSQL** **SOAP UI**

Personal Project Experience

Golem Get Going | *Group project submission for a Master's module, Abertay University* **Jan 2021 – May 2021**

- A roguelike platformer game prototype, where I developed the programming and all in-engine tasks

UNITY 3D **C#** **VISUAL STUDIO** **GIT**

AI Rocket | *Project submission for a Master's module, Abertay University* **Sep 2020 – Jan 2021**

- Game simulation of Reinforcement QLearning and Genetic Algorithms to guide a rocket avoiding obstacles

UNITY 3D **C#** **VISUAL STUDIO**

Bomberman Multiplayer | *Project submission for a Master's module, Abertay University* **Sep 2020 – Jan 2021**

- A versus online multiplayer game with up to 4 players, where players try to be the last survivor

UNITY 3D **C#** **.NET SOCKETS** **VISUAL STUDIO** **CLUMSY**

DirectX Game | *Project submission for two Master's modules, Abertay University* **Sep 2020 – Jan 2021**

- Game prototype of a playable scene and a procedural generation technique

DIRECTX 11 **C++** **HLSL** **VISUAL STUDIO**

Lost in Dimension | *Group project submission for the "Online Together Jam"* **Oct 2020**

- A 2-player online puzzle top-down/text-adventure game aiming in communication between players
- Developed the top-down gameplay part, networking and some UI

UNITY 3D **C#** **PUN 2** **VISUAL STUDIO**

Project DNN Fashion | *Project submission for a Bachelor's module*

Nov 2018 – Jan 2019

- Deep Neural Network capable of recognizing different types of clothing from the [fashion-mnist](#) image database

C# VISUAL STUDIO UWP

Twitter Bot | *Fun group project*

Jun 2018 – Aug 2018

- Automated bot which has the ability to do basic twitter interactions and anti-spam filter
- Test account reached 3K+ followers during the active period

PYTHON

Murder Riddles (previously published to Windows Store) | *Fun project*

Jun 2016

- Game where you have to solve murder riddles, while supporting user submitted riddles and push notifications

C# VISUAL STUDIO UWP SQL AZURE

Project Flying Cat | *Fun group project*

Mar 2016

- Programmed an infinite scroller game, where players overcome obstacles, while acquiring as many coins as possible

UNITY 3D C# VISUAL STUDIO

Posit | *Group submission for "Night of the Living Devs" 24-hour hackathon*

Dec 2015

- Developed the programming part of a puzzle game like "Inspector Parker"

C# VISUAL STUDIO UWP

Project Robot | *Fun group project*

Nov 2014 – Oct 2015

- Programmed the core mechanics part of a 2.5D story driven puzzle platformer

UNITY 3D C# VISUAL STUDIO

All in One Organiser | *Submission for "Windows 10 Game Jam Greece" two-day hackathon*

May 2015

- Created a task organiser app inspired by "Trello" and "Any.do"

C# VISUAL STUDIO UWP

Block Stacker Free | *Group project for "Unity Development on Windows" contest*

Nov 2014

- Programmed a block stacking game (like Jenga) with single-player and local multiplayer mode for desktop and mobile

UNITY 3D C# VISUAL STUDIO

Project Elements | *Fun group project*

Jul 2014

- Programmed a 2.5D infinite platformer where the player utilizes the 4 elements in order to overcome random obstacles

UNITY 3D C# VISUAL STUDIO

The Entertainment Quiz | *Project submission for a Bachelor's module*

Jul 2014

- A quiz game with Single-Player, and multi-player mode, functioning like a board game (such as Trivial Pursuit)
- 10K+ downloads up to date

C# VISUAL STUDIO UWP

Education

Abertay University | *Dundee, Scotland*

Sep 2020 – Sep 2021

- MSc in Computer Games Technology
- MSc Thesis in design and development of a Mixed Reality interactive experience using the Hololens 2 device

UNITY 3D C# VISUAL STUDIO

University of Piraeus | *Attica, Greece*

Sep 2012 – Jul 2020

- B.S in Computer Science/ Digital Systems
- B.S Thesis in design and development of an Augmented Reality escape the room game

UNITY 3D C# VISUAL STUDIO

Achievements

AI Gaming Tournament for Student Partners | *1st Award (Link)*

Nov 2019

- Created the most efficient and faster algorithm for pairing the matching cards in a card matching game

Volunteering

Hour of Code | *Elementary School, Greece | A global movement in 180+ countries (Website Link)*

Dec 2014 & Dec 2015

- Introduced elementary school students to programming using Scratch, to solve various puzzles