Antonios Nestoridis

Game and software developer

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About Me

Computer science graduate evolved into game developer, I have been studying, programming games and working with various game related technologies full time, for the last 4+ years.

I am primarily an all-round Unity programmer (C#), with a focus towards gameplay, system and graphics programming. Additionally, I have worked with and enjoy all aspects of game development, both low and high level, through other programming languages and software, but mostly C/C++ related.

During work, I value communication, feedback and team work, and I am always open to hop on any interesting task that may come up during production. Apart from polishing existing skills, I always hope to learn something new and different through any new project that I get involved with.

Languages

- Greek: Native
- English : Professional Competence
- French: Basic communication

Hobbies

- Cinema -TV series
- Graphic Novels
- Games
- Theatre and comedy
- Cat worshipping

Work Experience

- **2018 - 2021** **Unity Developer** - **MeetinVR**
  Developed gameplay features and systems, for various aspects of the VR application, e.g UI, networking, generic user input, optimization and performance. Customer technical support and communication. The application has been released on the Oculus and Pico store.

- **2018 - 2019** **Teaching assistant** - **DTU**
  Computer Graphics (course)
  Assisted with the facilitation of the weekly exercise lab and the grading of the final student projects. Development was done with WebGL and Javascript

- **2018** **Unity Developer - DTU**
  Remote Reality Robot (PHD research project)
  Student programmer, responsible for expanding upon the Unity client side of the project with new systems, that assist the experiment phase of the research.

- **2017 - 2018** **Teaching assistant** - **ITU**
  Data Structures and Algorithms (course)
  Hosted weekly exercise sessions with the students. Assisted with and graded programming assignments.

Formal education

- **2016-2018 - M.Sc in Games (Technology track)**
  IT University of Copenhagen

- **2010-2015 - B.Sc in Computer Science (Digital media track)**
  Aristotle University of Thessaloniki (Greece)

Technical Skills and tools

Unity	C#
C ,C++	OpenGL / WebGL
Photon Network Engine	Javascript
Git	Java