

Aris Tsevrenis CV

Email: aris.tsevrenis@gmail.com

UK Mobile: 0044 7831275009

Website: www.tsevrenis.com

GR Mobile: 0030 6974387371

Personal Profile

Software Engineer that has worked in acclaimed video games studios in London. I have so far worked in many different games for different platforms and I am looking to further develop my skills as a games developer. I have a passion for video games and the science behind their creation cycle, eager to learn new technologies, communicative, hardworking and imaginative.

Released Games: Dr Who Evacuation Earth (NDS), Dr Who Return to Earth (Wii), Commando Jack (iPhone), PKR games: Blackjack/Roulette/Deal or no Deal (Online PC)
Roulette 3D (iPhone/iPad), Bingo Madness (iPhone, Android)

Work Experience

November 2012 – Present (2 month) Team Leader: Sony Music

Leading 2 projects with 2 teams produced on the Unity3D engine.

November 2012 – Present (2 month) Unity Developer: Penguin Books (Contract)

Working on a Unity3D project for the Windows 8 platform.

April 2012 – November 2012 (8 month) Mobile Developer: Product Madness

Unity3D engine and iOS/Android expert(C#): Leading the development of mobile social games for iOS and Android. Creating and managing the engine and gameplay of the games whilst teaching coding standards and managing a team of developers.

February 2011 – April 2012 (1 year, 3 month) Software Engineer: Curve Studios

Unity3D engine and iOS expert(C#): Responsible for the completion of the studio's projects for online web PC and iOS versions, working alongside other programmers, artists, producers and designers for high quality games.

Created tools and plugins for ease of use for designers and artists to use complicated applications. Advised other programmers on better ways to use the Unity3D interface and how to deploy on the iOS devices.

Other various roles in C++ and web development in HTML and javascript.

PKR games Blackjack/Roulette/Deal or no Deal (Online web PC): Worked on web based games, connecting games with online databases, constantly receiving feedback from the server and creating user friendly interfaces for the players. Responsible for the animation engine which connected 3dsmax based animations with coded animations both 2D & 3D.

Roulette 3D (iPhone/iPad), Unannounced iPhone Game

November 2010 – April 2011 (6 month) Lead Programmer: Colossal Games

The engine that was used was Unity3D engine (Javascript/ C#) Was responsible for programming and partly managing two games, one for the apple iPad and one for the iPhone.

Commando Jack (iPhone, C#): Created the game's engine from scratch, had the role of bringing the game to a publishable state with all its advanced functionality in order for the rest of the programmers to work upon. Built the game's core A.I. engine, creating a solid gameplay, was responsible for the mobile architecture in order to create the best possible result using the least needed computational resources and a complete user interface along with all the needed "gestures" for the iPhone platform.

Unannounced title (iPad): Entered during the middle phase of this project, was responsible to finish the game with tight deadlines. Rewrote most of the game's engine to improve performance and readability whilst adding functionality. Worked on the 2D & 3D user interface of the project and other gameplay elements of the game bringing it to a releasable state such as the enemy A.I. and user's controls and the audio system.

May 2010 - August 2010 (4 months) Intern Programmer: Asylum Entertainment

Dr Who Evacuation Earth (NDS, C++): Worked on the project's engine using Nintendo's authorized developing tools for NDS/NDSi. Debugging of the project along the Technical Director for the game's saving functionality. Update of the dialogue functionality. Create tools for dialogues.

Dr Who Return to Earth (Wii, C++): Worked on Asylum's project engine. Debugged and designed using Asylum's tools using a Lua-like language. Create tools for game's dialogues

2005, 2007, 2009 - Present (3+ years) Freelance Web Development for private individuals in UK and Greece.

Web content, design and functionality in HTML, Javascript, PHP and Actionscript.
Incorporated HTML5 and CSS3 in the functionality and combined it with Javascript and Canvas to allow for dynamic rendering of 2D shapes and images.

High level coding and testing standards on all browsers (old and new versions) and mobile devices on websites of people, martial arts, games, portfolios and commercial organisations.

SEO Expert, can implement all the latest SEO techniques to make sure a website will be number one in search engines

Adobe certified associate in Adobe Dreamweaver and Adobe Flash.
Explorer S.A Editions and Children's newspaper "*Erevnites pane pantou*", both of which belong to KATHIMERINI association: Promotion via internet & activities that concern the exploitation of internet for educational purposes in Greece.

Websites Released: 6, currently working on another 4.

Programming

C# (Advanced, 4 years)	C++ (Intermediate, 2 years)	Unity3D (Expert, 2 year)	HLSL (Intermediate, 2 years)
Java (Advanced, 4 years)	Artificial Intelligence (Advanced, 3 years)	Mathematics (Advanced, 6 years)	Havok (Beginner, <1 year)
Physics (Intermediate, 2 years)	Object Orientation (Advanced, 4 years)	iOS (Advanced, 2 years)	JavaScript (Advanced, 4 years)
Actionscript (Advanced, 4 years)	PHP (Advanced, 4 years)	HTML/CSS (Advanced, 4 years)	XNA (Intermediate, 2 years)
Flash (Advanced, 3 years)	Dreamweaver (Advanced, 4 years)	Lua (Intermediate, 2 years)	Web Development (Advanced, 4 years)

Also worked on

- AI: A* and other pathfinding, Minimax, Time-series Analysis, Finite State Machines
- Graphics: HLSL shader programming, OpenGL, DirectX
- Image Processing: Raytracing, Real-time image effects
- String manipulations: Longest common substring problem
- Server/Client applications: Messenger, Multiplayer Hangman
- Multithreading: Games, Messenger
- Music: WAV music files manipulation and effects, eg. Wahwah
- Programs: Visual Studio, JavaBeans, CodeWarrior (NDS & NDSi), Adobe (Photoshop, Dreamweaver, Flash, Premiere), 3Ds Max

Education

I finished my MSc in "*Computer Games and Entertainment*" in Goldsmiths University of London, with distinctive results, under Gareth Lewis (Lionhead), Gareth Edwards (Stargate Resources) and William Latham (Organic Art) who have worked in the game industry for years and I have a BSc in "*Computer Science with Computer Vision and Computer Graphics*" which I received from Cardiff University.

Chronologically

- 2009-2010 Goldsmiths' University **MSc** Computer Games and Entertainment
- 2008 Adobe Certified Associate in Rich Media Communication using Flash CS3
- 2006-2009 Cardiff's University **BSc** Computer Science with Vision and Graphics course.
- 1993-2005 Finished Greek school with excellent marks, the English equivalent as UCAS advised:
9A'levels: Biology(A), Mathematics and Statistics(A), Advanced Mathematics(A), Physics(B), Advanced Physics(A), Writing(B), Basics of Management(B), Programming(A), History(A)

Languages

Greek
(Fluent – Mother Language)

French
(Intermediate – Degree DELF)

English
(Fluent – Lived for 6 years in England and Wales)

Japanese
(Basic, <1 year)

Honors and Awards

Scholarships

Ranked 4th in Mathematic University of Cyprus

Ranked amongst top 20% of Greek Computer Science University Students

Ranked amongst top 15% out of 8000 contestants in a Google's 2011 Winter A.I. contest

Interests

Martial Arts: Years of training in different styles: Jujitsu, Okinawa Karate, Capoeira, Taekwondo, Krav Maga.

Athletic: Trained different sports including running (1 silver medal in marathon), sword fighting (1 golden medal), Basketball (1 golden, 1 silver medal), swimming for 10 years and recently picked up parkour running.

Music: Disk-jockeying, with some experience in live exhibitions. 6 years of amateur piano.

Software: I always like to improve my skills in programming on my own time, I constantly work on different applications and take parts in various challenges e.g. "Google AI challenge"

Hardware: Keeping up to date with the latest hardware, have built up from scratch a few computer systems and have and have knowledge on solving potential problems that can arise.

Games: Completed and tested lots of video games in different platforms and have written scripts and storylines for board and computer games. Have taken part in video game tournaments (Fighting, Strategy, FPS, and other) and have ranked first in a number of them.

References

References are available on request.