

# GIANNIS MIRAGIAS

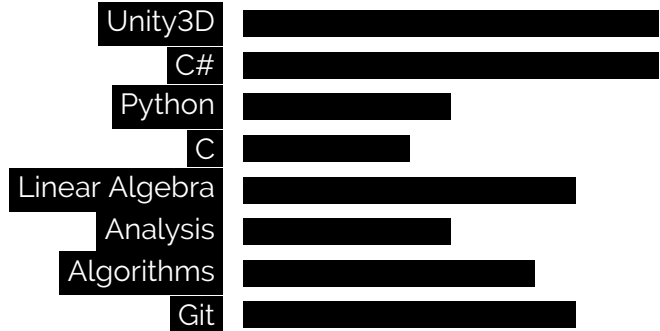
## Unity Developer

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### WHO AM I?

Hello I am Giannis, a software engineer with a passion for making games and over 2 years of professional Unity3D experience. Love tinkering with new technologies/stacks as well as staying up to date with the ones I already know. I have worked with quite a few different teams and I consider myself a team-player and a positive person. Experienced in both setting up architectures for new projects as well as supporting and expanding old ones.



### EXPERIENCE

- 2018 – Present  
Full Time
- Unity Developer** **Terahard Ltd.**
- Worked on gameplay, UI and networking logic of turnbased PC card game.  
Worked on setting up whole architecture (gameplay/systems/networking) of real-time online action RPG game.  
Worked on optimizing and improving casino mobile app as well as integrating new features and functionality.  
Worked on creating an efficient record screen functionality for a mobile AR application.  
Worked on a randomly generated running game which used the player's face as an avatar using the camera feed to take a photo of him and then pixelated it with a custom shader.  
Unity / C#
- 2017 – 2018  
Full Time
- Full Stack + IT support** **Hellenic Army IV Army Corps**
- Set up a local Apache server and programmed a dynamically generated site for internal army use. Administered and supported the local network of the headquarters of the IV Army Corps. Daily routine also included automation bash scripts, IT support, Photoshop retouches/edits, Presentations creation.  
Full-Stack / IT
- 2017 – 2017  
Full Time
- Unity Intern Developer** **Terahard Ltd.**
- During my 4 month internship I worked on 3 different game projects where I gained valuable industry experience mainly working on gameplay and UI integration.  
Unity / C#

### EDUCATION

2017 **Bachelor's Degree** **University of Piraeus-Digital Systems**

## **LANGUAGES**

**Greek** - native

**English** - proficient

**German** - rudimentary

## **HOBBIES**

I love video games, 3d sculpting, reading books on Programming/Maths, table tennis and board games.

## **OTHER STUFF I HAVE DABBLED IN**

Bash, C++, Vulkan, HTML, CSS, Clojure, Photoshop, FFmpeg, Zbrush, Godot, FinalCutPro, Maya, NodeJS, Typescript, Bulma, Jekyll