



`player.setName("Marios Vasilopoulos");`
`player.setAge(25);`
Athens, Greece
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Portfolio/Website Link: mariosvasilopoulos.com
GitHub Link: <https://github.com/coffee-enthusiast>

EDUCATION

Computer Science | *Bachelor of Science* Sep. 2016 – 2021(Paused)
University of Crete Heraclion, Greece
High School Graduate Sep. 2012 – Jun 2015
Average Grade: 18/20 Athens, Greece

WORK EXPERIENCE

Computer Science - Games Development Tutoring | 2021-2022

SKILLS

Programming: C++, C#, Java, C, Python, PHP, Javascript, SQL, Node.js, React, React Native, Kotlin
Software Tools: Unity 5, Unreal Engine 4, CryEngine 5, Maya, Blender, Visual Studio, Visual Studio Code, Android Studio, Matlab, Netbeans, Eclipse
Software development: Version Control(Git), Unit Testing, Agile SD, Scrum
Science: Maths, Physics, AI
Document Creation: Microsoft Office Suite, LaTeX, HTML, Markdown
Languages: English (Fluent), German (Intermediate), French (Beginner), Greek (Native)

RELEASED/READY TO PLAY GAMES

Don't Wake Up Yet | *Indie Game Jam* 2022

- Game made for itch.io 3-day game jam. [itchio link](#)

John Was Sleeping | *Indie Game Jam* 2021

- Game made for itch.io 3-day game jam. [itchio link](#)

PROJECTS

C++ games | *Game Development* Oct 2021-present

- Text-Based games made with C++.
- Such as [2048](#), [micro-Pokemon](#), [micro-Ikariam](#)!

Sci-Spy | *Game Development* Oct 2021-present

- A work in progress project where I research and practise knowledge about State-Machines, AI behavior and physics in a sci-fi dystopian environment.
- Game Design using Unity, Props and Art using Blender, Gameplay coded in C#

Compiler for Programming Language Alpha | *University of Crete* Spring 2020

- A compiler designed & coded from the ground up.

- Tools used: Flex for Lexical Analysis, Yacc for Syntax, Language: C++ (7000 lines of code)

C shell in UNIX environment | *University of Crete* Fall 2018

- A C shell (command interpreter) that reads and executes user commands. (Pipes, Threading etc.)
- Language used: C (400 lines of code)

Linux Operating System | *University of Crete* Fall 2018

- Edit & Upgrade a Linux Operating System. Implemented new System Calls. Least Slack Time (LST) Scheduling Policy applied.
- Tools used: QEMU Emulator, Language used: C (5000 lines of code)

MicroTCP: Internet Protocol | *University of Crete* Winter 2018

- A lightweight implementation of TCP protocol.
- Tools Used: WireShark, Language used: C (800 lines of code)

Minotaur | *University of Crete* Fall 2017

- A Board Game about Greek Mythology in a GUI environment. Applying Model-View-Controller design pattern.
- Language used: Java (700 lines of code)

Coding in MIPS Processor | *University of Crete* Spring 2017

- Coding in Assembly based on the architecture of the MIPS processor.
- Tools used: ProcSim, Hase, Language used: Assembly

A simple Computer | *University of Crete* Fall 2016

- A Simple Computer's Hardware implementation in Lab using chips, wires in a Breadboard.
- Hardware used: Logical Gates

AWARDS

Winner of National Poetry Contest
November 2014 - Thessaloniki, Greece

HOBBIES & INTERESTS

- | | | |
|----------------------|---|--------------------------------|
| • Video Games | • Member of Literature & Poetry Club | • DJ |
| • Guitar | | |
| • Board Games | • Stand Up Comedy | • Soccer & Baseball |

SOME OF MY FAVORITE GAMES

- * **Mafia 2**
- * **Dishonored**
- * **GTA**

- * **Journey**
- * **LA Noire**
- * **Unravel**

- * **Heavy Rain**
- * **Never Alone**

LINKS

- * <https://www.mariosvasilopoulos.com>
- * <https://github.com/coffee-enthusiast>
- * <https://marios-vas.itch.io>

"CV FINISHED" ACHIEVEMENT UNLOCKED!
