Contact

konsnosl@gmail.com

www.linkedin.com/in/konsnos
(LinkedIn)
konsnos.vercel.app/ (Personal)
github.com/konsnos (Other)

Top Skills

Game Programming

Markerless Motion Capture

LightBuzz SDK

Languages

English (Professional Working)

Greek (Native or Bilingual)

Certifications

edX Verified Certificate for Computer
Graphics

C Programming Language: Basic
Lessons for Programmers

Learn C++ Game Development

C++ Fundamentals Part I and II

Creating Games From Scratch Using
SDL

Konstantinos Egkarchos

Senior Unity Developer | 10 Years Game Dev Experience |
TeamMate | Working Remotely
Kallithéa, Attiki, Greece

Summary

Hi,

I'm a professional game developer. I have been making games for
14 years, 11 of which using the Unity game engine, that have been
downloaded by millions of players.

My expertise is gameplay, and I'm passionate about understanding
how various games work, the design and the process of
implementation. I also enjoy working on AR, game AI, and
optimisation.

Being a great fan of writing clean and robust code I have an expert
understanding of design patterns and pair programming and I always
enjoy writing and receiving a code review.

I'm enthusiastic about game jams. I have attended the Global Game
Jam in Athens every year in which I take the opportunity to meet and
help other teams while I try to learn new ways of making games.

I am also an active member and volunteer for various roles in the
Game Developers Association of Greece, growing the game industry
in Greece and helping people with the bureaucracy of being a
freelancer.

Finally, I'm tech-savvy. I don't go anywhere without measuring my
heart rate, sleep patterns, and the distance I've travelled. I enjoy
talking to computers and might have made a robot or two with
Raspberry Pi.

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Experience

University of Alberta
Senior Software Developer

January 2024 - Present (1 year 5 months)

• Unity/C#

• Prototyping with Flutter/Dart, React Native & Kotlin

• Python & OpenCV

• Android/iOS

• Markerless Motion Capture

• R&D for healthcare applications

* Consulting services on software development

Qiiwi Games
Senior Unity Developer
January 2021 - April 2024 (3 years 4 months)

• Unity/C#

• Android/iOS

• Frameworks integration and maintenance

• Design and implementing features in a game-agnostic architecture

• Debugging and optimisations

• LiveOps through Google's Firebase

• Content updating through Unity's AssetBundles and Addressables

• Improved CI/CD pipeline which helped to early identify errors and save
developer time

• Team lead and mentoring of developers

• Managing app versions in Google Play Console/App Store Connect/Amazon
App Developer Portal

RAT ADVERTISING
Unity Developer
June 2019 - May 2023 (4 years)

Small projects by contract

• Consulting services

• Unity/C#

• Android/iOS/WebGL

• Client for RESTful API

• Educational games for employee training

• AR games for conferences

• Set up of App Store Connect

LightBuzz
Senior Unity Developer

April 2018 - December 2020 (2 years 9 months)

• Unity/C#

• CMake

• C++

• Windows/Mac/Linux/Android/iOS

• Adaptive User Interface

• Unity's ARCore for Android

• Unity's ARKit for iOS

• VR for HTC Vive

• MR for Microsoft HoloLens

• Utilized SDKs for depth cameras such as Intel's RealSense, Microsoft's Kinect & Azure Kinect

• Unity's Input Module for enhanced UI interaction

Tech Talent School
Instructor for Unity game engine
November 2018 - November 2019 (1 year 1 month)
Athens, Greece

• Teaching workshops on how to make 2D or 3D games with Unity game engine.

• Attendees were mostly university students and teachers.

Workshops' more advanced topics included:

- Unity's navigation system

- AR for Android, iOS using Unity's ARFoundation

- MR for Microsoft HoloLens

Tamasenco
Mid-level Game Programmer
October 2015 - April 2018 (2 years 7 months)
Athens, Greece

• Unity/C#

• Gameplay

• iOS/Android/WebGL platforms

• Adaptive User Interface

• Flash/Actionscript3

Innofame
Game Programmer
April 2012 - June 2015 (3 years 3 months)

• Unity3D/C#

- Gameplay
- User Interface
- Artificial Intelligence
- Networking
- Flash/Actionscript3

Jinxsoft
Game Programmer
September 2011 - April 2012 (8 months)
Athens, Greece

- Flash/Actionscript3
- Corona SDK/LUA
- iOS/Android/Flash platforms
- Created numerous small games in teams of 3-5 people

Hellenic Army
Soldier
November 2010 - August 2011 (10 months)
Tripoli, Sidirókastron

Served as a rifleman and managed logistics, including warehouse inventory and the operation of a military souvenir shop for visitors.

Phaistos Networks S.A.
Translator
April 2010 - November 2010 (8 months)

Translated software reviews from English to Greek, ensuring clarity and accuracy for Greek-speaking audiences.

IT Publications
Editor
October 2009 - October 2010 (1 year 1 month)

Wrote technical tutorials on software, programming, and cybersecurity topics for PC World Greece magazine and its online platform.

Teleperformance Greece
Call Center Agent
May 2008 - December 2009 (1 year 8 months)
Kallithea, Greece

Provided technical support for internet services, including router setup, IPTV, and security software; logged incidents and coordinated with technical teams.

Education

Vocational Training Institute "AKMI"

Diploma of Vocational Education, Video Games Development · (2007 - 2009)