

JACK HADJICOSTI

Game Programmer

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EDUCATION

GAME AND MEDIA TECHNOLOGY | 2015-PRESENT

Utrecht University

Candidate for Game and Media Technology Master degree.

Thesis: Generating Believable Gesture Motion for NPCs Based on Conversational Attitudes

COMPUTER SCIENCE | 2011-2015

European University Cyprus

Bachelor degree in Computer Science (GPA 3.50/4).

Thesis: Design and Development of a Driving Simulator for Smart Driver Assistive Technologies Evaluation.

TECHNICAL SKILLS

GAME DEVELOPMENT

Gameplay Programming: Implementation of gameplay system and logic (Backend and frontend).

AI Programming: Implementation of complex AI systems and agents in games.

Game engines familiar with: Unity3D

SOFTWARE ENGINEERING & WEB DEVELOPMENT

Data structures and algorithms, problem solving, web systems development and deployment.

LANGUAGES, TECHNOLOGIES & TOOLS

C, C++, C#, Java, VB6, VB.NET, ASP.NET, HTML, CSS, SQL, XML, JSON, Unity3D, 3DS Max, Photoshop

WORK EXPERIENCE

GAME PROGRAMMER | REVRESH

September 2016 – January 2017

Joined the Para Parachute team to help them rewrite the whole game from the scratch in order to improve physics and gameplay, add various new features as well as improve optimization, reusability and maintainability of the code.

WEB DEVELOPER | CNCA ARCHITECTURE

July 2015 – September 2015

Designed, developed and maintained CNCA Architecture website.

PRODUCT DESIGN INTERN | CRM.COM

February 2014 – August 2014

Responsibilities included testing and documentation of new modules and features of CRM.COM software before release. Also involved in the API and layout designs.

PROJECTS

WET WARFARE | 2017

Game

Wet Warfare is a local multiplayer arena party game for PC. Started as a fun side project, but it is now being reworked to become a complete game.

- Designed and implemented player behavior.
- Implemented game mechanics.
- Designed and implemented enemy agents (AI).
- Contributed in game, level and character design.

Technologies & Tools: Unity3D, Visual Studio

PARA PARACHUTE | 2016

Game, Simulation

Para Parachute is a parachute VR simulator, which uses custom hardware to enhance the player's experience.

- Acted as the leader of the programmers of the development team
- Designed and implemented the parachute physics framework, including a steering helper.
- Designed and implemented the communication between game and hardware.
- Designed and implemented wildlife animal agents (AI).

Technologies & Tools: Unity3D, Visual Studio, HTC Vive, Arduino

EAZY SOUND MANAGER | 2016

Unity asset

Eazy Sound Manager is a simple but powerful Unity3D tool which aims to make sound and music management in games easier.

Technologies & Tools: Unity3D, Visual Studio

SUPERMARKETSIM | 2016

Simulation

A supermarket simulator to be used by shop owners or new marketing trainees for studying and finding the best marketing strategies when it comes to product placement. Moreover, it could be used to study consumer buying behavior patterns in more detail.

- Acted as the leader of the development team.
- Designed and implemented intelligent game agents, and path planning.
- Designed and implemented customer agents' decision making and buying behavior.

Technologies & Tools: Unity3D, Visual Studio

DRIVING SIMULATOR | 2015

Simulation

A custom CAVE VR driving simulator developed from scratch, used for the evaluation of Smart Driver Assistive Technologies (SDAT).

- Designed and constructed the simulator system architecture.
- Designed and implemented the traffic system and intelligent autonomous vehicle agents.
- Implemented the simulated SDAT into the simulator.

Technologies & Tools: Unity3D, Visual Studio, CAVE VR, NeuroSky MindWave

More projects and details can be found in my online portfolio

www.jackhadjicosti.com