

# JACK HADJICOSTI

Game Programmer

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## EDUCATION

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### MSC GAME AND MEDIA TECHNOLOGY | 2015-2018

Utrecht University

Master degree in Game & Media Technology

**Thesis:** Audio-driven Gesture Animation for Virtual Characters

### BSC 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.

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## TECHNICAL SKILLS

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### 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 (6+ years)

### SOFTWARE & 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, Oculus Rift, HTC Vive, Unity3D, ARCore, ARKit, Vuforia 3DS Max, Photoshop

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## WORK EXPERIENCE

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### VR/AR DEVELOPER | VR-HOUSE

March 2018 – Present

Acting as the main developer responsible for developing VR and AR projects, as well as experimenting and prototyping with new technologies and ideas.

## 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.

## 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.

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## PROJECTS

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### EZ360 | [2019](#)

Application

EZ360 is a cloud VR player designed to be extremely easy to use in VR while offering many features. It also comes with a web portal that lets you manage your videos and devices online. Content and settings will automatically synchronize with all the paired devices. EZ360 works for GearVR, Oculus Go, Oculus Quest and Oculus Rift.

- Designed and implemented backend and frontend.
- Implemented player logic.
- Handled process of shipping to Oculus store and Steam, as well as keeping it up-to-date

Technologies & Tools: Unity3D, Visual Studio

### WET WARFARE | [2018](#)

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

### **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](http://www.jackhadjicosti.com)