



# Spyridon Passas

Full-stack Game Programmer

## Contact me

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## Merits

- **Game Engines**
  - Unity - Experienced
  - Unreal Engine - Comfortable
- **Programming Languages**
  - C# - Experienced
  - C++ - Proficient
  - Lua - Proficient
- **Version Control**
  - Premake - Proficient
  - Github - Experienced
- **Agile**
  - Scrum - Experienced

## Languages

- Greek - Native
- Swedish - Experienced
- English - Proficient

## Education

### The Game Assembly

Game Programmer | 2021 - 2024

- 8 Game Projects
- Specialized in creating custom game engines with C++, DirectX11 and ImGui.

### Södertörn University

Game Programmer | 2019 - 2021

- Degree of Bachelor of Science in Media technology
- 2 Game Projects
- Learned the basics of agile and how to work across multiple disciplines

## Relevant Work Experience

### Internship - Itatake

August 2023 - March 2024

- Developed several tools to help speed up development process
- Co-developed several gameplay and back-end systems

### Solo Project - "Project : Generality"

February 2024 | Engine: Unity

- Developed under a week as a submission entry to Brackey's Game Jam
- Developed a Wave Function Collapse algorithm to generate levels.

### School Project: "MIME//SCAPE"

January 2023 - March 2023 | Engine: Custom

- Created and iterated upon gameplay related features such as a player controller.
- Developed and iterated upon an existing UI System made from a previous project.
- Developed an Editor Interface and API.