

Christos Despotakis_Game Developer

Contact Info

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Profile

Highly technical, team-oriented, solutions-driven software engineer with 3 years of extensive experience in software development and technical solution deployment. Well-versed in all phases of the software development lifecycle, with a strong working knowledge of algorithms and data structures. Demonstrated ability to work through a problem effectively and provide the best solution.

With analytical ways, attention to the details and the willingness to check every possible aspect and explore every alternative, my creations are known to have a unique feeling.

Abilities

- Able to work individually or in a team
- Able to adapt to multicultural environments
- Good listener
- Open minded and non-judgmental
- Adaptable to new situations
- Always willing to learn new things

Skills

Programming: C/C++/C#, Java, Javascript, PHP, Flash/AS2/AS3, LUA, XML, UML, SQL
APIs: DirectX, OpenGL, wxWidgets, .NET, POSIX
Engines: CryENGINE 3, UDK, Unity, Creation Engine, Clausewitz
Tools: Visual Studio, Eclipse, MATLAB, Photoshop, Maya

Experience

• Freelancer Game Designer & Developer *January 2015 - Present*

I am the currently working on independent game designs and I am part of the modding community for several games, while searching for a career opportunity in the video games industry.

• Freelancer IT Consultant *January 2015 - Present*

I offer technical consultation to both home customers and small businesses about their computer infrastructure and how to take advantages of new technologies.

• IT Manager @ L'Officiel Hellas - Laskaris Fashion Media *March 2014 - August 2014*

Responsible for the design, development and support of the IT infrastructure for the publisher of the Hellenic branch of "L'Officiel" brand.

Evaluated the needs of the publishing house and implemented modular and expansion-ready solutions for the administrative, commercial and creative branch.

Researched new technologies and calculated future needs to achieve accurate capacity planning.

Negotiated hardware and software purchases and maintenance contracts.

Deployed e-mail and collaboration platform and integrated it with the chosen CRM.

Created and implemented disaster prevention and recovery plans and procedures for the business critical data and applications.

Experience

- **Medical Secretary & Support @ 401 Army General Hospital of Athens**

October 2012 - March 2013 (military service)

Offered secretarial support to the doctors of the 2nd Orthopedic Clinic. Co-developed the patients' database and discharge note platform of the clinic and offered support for the national electronic prescription system.

Worked with military grade protocols and sub-systems that ensure the classification of the medical file of each patient.

- **Computer programmer @ Foundation for Research and Technology (FORTH) - Institute of Computer Science (ICS) - Human Computer Interaction Laboratory (HCI)**

June 2010 - August 2011

Researched, designed and developed the build tree view extension component of Sparrow IDE.

Designed and developed code examples and test cases for the Delta language.

Also, was one of the designers and developers of an Interactive Educative Game for the Ambient Intelligence Programme (AmI), a prototype of a multi user, multi ensemble video board game, played in an ambient intelligence room using augmented reality.

- **System Administrator @ University of Crete (UOC) - Management Information System (MIS)**

January 2006 - August 2006

In charge of the deployment of the current MI system and the migration of the administrative network into the new platform.

Offered user support as well as server maintenance and administration (Microsoft Windows Server 2003 and Red Hat Linux).

Education

- **University of Crete, Computer Science Department**

2005 - 2013 (BCompSc)

Principal subjects

_Multimedia & Video games

_Computer graphics

_Software designing

_Software development

_Computer architecture

_Data structures & Data bases

_Mathematics

Diploma work in Interactive Educative Game for the Ambient Intelligence Lab (AmI)

- **University of Athens, Faculty of Geology and Geoenvironment**

2001 - 2005

Principal subjects

_Economic Geology & Geochemistry

_Climatology

_Historical Geology & Paleontology

_Geophysics

_Mineralogy & Petrology

_Physical Geography

_Remote Sensing

_Seismology

_Tectonics & Geological Mapping

- **University of Athens, Department of Mathematics**

2000 - 2001