George TZORTZOPOULOS

I aim to take part in the creation of innovative and fun games, using modern technologies and gadgets while offering 5+ years of professional experience, skills and passion for quality games to a demanding and fast-paced environment with an eye on detail and aesthetics.

Key Skills and Knowledge

Experience

➢ **DR Studios – 505 Games**
Gameplay Programmer   May 2021 – Present

Hawken Reborn Gameplay programmer and owner of gameplay related systems for an online, live-service game, while managing the Gameplay code team. Designed, prototyped and worked on a variety of gameplay systems and features.
- **Tech:** UE4, C++, Playfab/Azure
- **Platforms:** PC
- **Tasks:** Gameplay features (e.g. 3Cs, abilities, weak spots, missions, unit/prop spawning/management, scaling difficulty, resources, economy), physics, multiplayer optimizations, VFX/SFX, tools, plugins, UI, task management, mentoring, code reviews, planning, prototyping, bug fixing

➢ **Climax Studios**
Programmer   Jun 2020 – May 2021

Undisclosed AAA game – Generalist programmer in various domains including gameplay, rendering and platform specific optimizations.
- **Tech:** In-house Engine, C++
- **Platforms:** PC, PS4, PS5, XB1, XBSX
- **Tasks:** Profiling, optimizations, bug fixing

Destruction AllStars – Accessibility work for a multiplayer arena game with vehicular combat.
- **Tech:** UE4, C++
- **Platforms:** PS5
- **Tasks:** Input, UI, rendering, settings, bug fixing

➢ **Kylotonn – Nacon**
Gameplay Programmer   Oct 2018 – Mar 2019

Test Drive Unlimited – Porting a vehicular game from an external proprietary engine to the in-house one.
- **Tech:** KT Engine, External Engine, C++
- **Platforms:** PC, PS5, XBSX
- **Tasks:** Porting a massive codebase

Personal Info

Nationality: Greek

Age: 32

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WRC 8 – Gameplay programmer for the official game of the WRC championship.
- **Tech:** KT Engine, C++
- **Platforms:** PC, PS4, XB1
- **Tasks:** Gameplay features (e.g. crew management, quests, dynamic weather), UI, rendering, tools, bug fixing

➢ **Okénite Animation**
Developer   Feb 2018 – Sep 2018

Worked on various real-time rendered applications.
- **Tech:** UE4, C++, Unity, C#
- **Platforms:** PC, VR/AR, Mobile
- **Tasks:** feature development, R&D, UI, rendering, shaders, model creation/optimization/integration

➢ **Fremen Corp**
Developer (Intern)   Jun 2017 – Dec 2017

Worked on various mobile and web serious games and gamified applications.
- **Tech:** Unity, C#, Python, Javascript/HTML/CSS, jQuery
- **Platforms:** Mobile, Web
- **Tasks:** Gameplay features, full-stack development, client/server communication, bug fixing, QA

([refer to the portfolio for more projects and information](#))

Education	**University of Piraeus** (Greece) – Bachelor in Informatics *Software Engineering and Intelligent Systems* **University of Castilla-La Mancha** (Spain) Erasmus in Informatics **Languages:** Greek (native), English (proficient), French (intermediate), Spanish (intermediate)
Interests	**Gaming** – I spend a lot of my free time playing both casual and competitive games of various game genres, while I also tend to be up-to-date in relation to gaming news and share them with the people around me. **Music** – I play various musical instruments, with drums being the one that passionates me the most, I have had various releases and live performances. **Cartoons** – I love cartoons; animated movies/series but most of all Japanese anime.