MARIOS VASILOPOULOS

I am a self motivated, story-telling developer who thrives working in team environments. I have 8+ years of programming experience and 5+ in games developing.

CONTACT

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- ⭕ @coffee-enthusiast

SKILLS

Programming

C++
C
C#
Java
Python

Software & Tools

Unity
Unreal
Cry Engine
Visual Studio

Software development

Version Control(Git)
Unit Testing
DOP & ECS
Agile

Languages

English
German
French
Greek

HOBBIES & VOLUNTEERING

| Video Games | Board & Card Games |

| Member of Literature & Poetry Clubs |

| Guitar | DJ |

FAVORITE GAMES

| Mafia 2 | Dishonored | Heavy Rain |

| Inside | Far Cry | LA Noire |

ACHIEVEMENTS

🏆 Winner of National Poetry Contest November 2014 - Thessaloniki, Greece

⚙ WORK HISTORY

📅 1/2023 - Present
📍 Atos

Software Developer

Developing software products. Work around all cycles of writing a software product. Testing, coding, debugging.

📅 1/2019 - 9/2022
📍 Athens & Crete

Computer Science Tutor

Teaching computer science classes and video games development to students. Some of the courses I have been teaching: C, C++, C#, Unity, Java, Python, Algorithms, Data Structures.

🎓 EDUCATION

📅 09/2016 - 12/2020(Paused)
📍 University of Crete, Heraclion

BSc Computer Science

4 years Bachelor degree, required 240 ECTS.

RELEASED/READY TO PLAY GAMES

Don't Wake Up Yet, John Was Sleeping

Game made for itchio 3-day game jam.
🎮itchio link 🎮itchio link

C++ Games

Text-Based games made with C++.
⭕2048, ⭕micro-Pokemon, ⭕micro-Ikariam!

PROJECTS

Compiler for Programming Language Alpha

A compiler designed & coded from the ground up.
• After doing research I decided to store strings internally as a linked-list of chars instead of array of chars. With this integration any string manipulation was 10x times faster!
• Tools used: Flex for Lexical Analysis, Yacc for Syntax, Language: C++ (7000 lines of code)

Linux Operating System

Edit & Upgrade a Linux Operating System.
• Team project of 3, I implemented new System Calls that made the system 20% faster. Least Slack Time (LST) Scheduling Policy applied.
• Tools used: QEMU Emulator, Language used: C (5000 lines of code)

MicroTCP: Internet Protocol

A lightweight implementation of TCP protocol.
• Tools Used: WireShark, Language used: C (800 lines of code)