



Ektor Zoidis

Game Developer, Programmer

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LinkedIn Profile



10 August, 2002



Objective

I'm a motivated, determined and responsible Game Developer with the goal of pursuing an exciting career in the games industry. My studies have provided me with the necessary skills, condence and experience required to build a strong foundation. I'm now looking to expand my knowledge on the field by gaining valuable work experience and collaborating with an experienced team.



Work Experience

Gameplay Programmer

Bearhammer Games Ltd.

08/2023 - 11/2023

Worked on a Creative Catalyst Project which expanded on my previous rythm gamemode with the goal of developing it into a full fledged VR game.

- Produced a range of unique stylised enemies, each with distinct and challenging behaviours.
- Developed multiple weapons that allowed the player to combat each enemy type and enchance player immersion in the game.
- Scored songs for levels by spawning enemies on beats.
- Handled build production and conducted testing of gameplay mechanics.

Gameplay / UI Programmer (Intern)

Bearhammer Games Ltd.

08/2022 - 05/2023

Worked as a programmer on a VR adventure, puzzle game "Venture's Gauntlet VR".

- Developed a rythm gamemode (similar to Beat Saber) which included dynamically spawning beats by reading data through an excel sheet.
- Created a beat detection tool to assist in designing and implementing the songs.
- Implemented UI menus, most notably flexible level select and leaderboard interactable screens.
- Used Perforce, Asana and Slack for communication with team and distribution of tasks.

Help Desk

Internet Gaming Café

2016-2018

Worked as an employee for a Gaming Cafe

- Troubleshooting any kind of issue with the computers and ensuring that they are in good working condition.
- Assisting customers with friendly support.
- Kept accurate records of logs.



Education

BSc/BSc (Hons) Computer Games (Software Development)

Glasgow Caledonian University

09/2022 - 06/2024

HND Computer Games Development

Edinburgh College

09/2020 - 05/2022

National 5 in Computing with Digital Media

Edinburgh College

09/2019 - 05/2020



Skills

Languages

C#

C++

Python

Lua

PHP

Engines

Unity

Unreal Engine

Frameworks

MonoGame

Solar2D

OpenGL

Software

Blender

Github

Perforce

Office

Capabilities

- Writing clear, readable, and organized code
- Working on existing codebases
- Modeling, animating, texturing, and rigging 3D models
- Producing accurate planning and testing documentation
- Good communication