

# Sofia Papadopoulou

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📺 <https://tinyurl.com/My-YouTube-portfolio>

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Game Programmer with 2 released games (+2 upcoming). Currently working at Red Kite Games Ltd. developing, prototyping and porting AAA titles for PC, consoles and next-gen streaming platforms. Former Unity Developer in Nosebleed Interactive Ltd. Former Web Developer with 5 years of experience in C#, ASP.NET, SQL, frontend and backend development.

## Software Experience

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C#, Unity, C++, Unreal Engine, Microsoft Visual Studio, Perforce, SmartGit  
ASP.NET Framework, SQL, HTML, CSS, JavaScript, React  
GitHub 📄: <https://github.com/sopa92>

## Work Experience

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*Sep 2020 – Present* **Game Programmer at Red Kite Games Limited, UK**

- Game development (C++) and prototyping (UE4), using agile methodologies
- Replicating gameplay features (animations, sounds) on multiplayer games
- Creating debuggers for in-game profiling, reducing the time of game stats collection
- Porting games in next-gen streaming platforms and consoles
- Constantly adapting to new engines and patterns, on-boarding in new projects

*Apr 2020 – Aug 2020* **Unity Developer at Nosebleed Interactive Ltd, UK**

*Work Placement*

- Game development (Unity, C#), practicing agile methodologies
- Gameplay design and implementation
- Taking initiatives and organizing assigned projects

*Nov 2015 – Jun 2019* **Web Developer at Plaisio Computers S.A, Greece**

- Web development (ASP.NET, C#), adopting Agile Methodologies
- Application & database server administration
- Monitoring, maintenance and upgrades ([www.plaisio.gr](http://www.plaisio.gr), [www.plaisiopro.gr](http://www.plaisiopro.gr))
- Optimizing performance, scalability and reliability on Web Applications

*Jul 2014 – Jul 2015* **Web Developer at Aboutnet, Greece**

- Responsive websites' development (Joomla and OpenCart)
- Tutoring customers-clients on their websites' administration

## Education

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*Sep 2019 – Sep 2020* **MSc in Computer Game Engineering, Newcastle University, UK**

Final Grade: Pass with Distinction

- Thesis: "Recreating Bomberman - Features, steps and challenges"
- Related courses: Advanced Programming for Games in C++, Advanced Graphics for Games, Advanced Game Technologies, Game Technology Innovations, Engineering Gaming Solutions within a Team

*Sep 2010 – Mar 2016* **BSc in Information Technology, University of Piraeus, Greece**

Final Grade: 7.46/10, Very Good

- Major: Software Engineering and Intelligent Systems
- Thesis: "Educational Software for Dance Learning in Virtual Environment" (Unity3D development, motion capturing via Xbox360 Kinect, animation processing/exporting)

### Released & Upcoming Titles

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- 2022 ▪ “Arcade Paradise” on Steam – To be released in Spring
- 2021 ▪ “Control Ultimate Edition” on Google Stadia
- 2020 ▪ “The Pocket Arcade” on Google Play and App Store

### Online Courses & Seminars

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- Nov 2021 ▪ “Unity C# Mobile Game Development – Make 3 Games From Scratch” (Udemy)
- May 2021 ▪ “Unreal Engine 4 Mastery: Create Multiplayer Games with C++” (Udemy)
- Feb 2018 ▪ “Unreal Engine 4: How to Develop Your First Two Games” (Udemy)
- Nov 2018 ▪ “The Ultimate Guide to Game Development with Unity (2018.2.x)” (Udemy)
- May 2017 ▪ “Designing Game Puzzles in Unity” (Pluralsight)
- Jul 2017 ▪ “Creating UI Elements for Games in Unity” (Pluralsight)
- Jun 2014 ▪ Seminar with subject: “Introduction to Game Design, Game Development and Kinect”, presented by: StudentsGuru Unipi
- Jun 2014 ▪ Seminar with subject: “Unity Development on Windows 8 - GameAthlon”, presented by: Carl Callewaert (Lead Technical Evangelist in Unity) & Jaime Rodriguez (Principal Program Manager in Microsoft Corporation)

### Languages & Certificates

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#### Languages

- Sep 2018 ▪ English: IELTS, British Council, C1
- May 2011 ▪ English: Certificate of Proficiency in English, University of Michigan, C2
- Jan 2007 ▪ French: DELF B2
- German: Currently learning
- Greek: Native

#### Other Certificates

- Mar 2018 ▪ Certified Sitecore Professional Developer

### Honors

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- Oct 2018 Plaisio Dream Team: Award for semester’s best employees of Plaisio Computers

### Volunteer Experience

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- Member of “Plai Sou”: Corporate Social Responsibility team of Plaisio Computers
- Foster Parent in Actionaid
- Foster Parent in WWF

### Interests

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Travelling, Gaming, Escape Rooms, Puzzles and Riddles, Zumba Fitness, Dancing