

Nick Chalvatzakis

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Summary

Nick Chalvatzakis was born in Rhodes, Greece in 1996. He is currently a student at University of Aegean in the department of Information & Communication Systems Engineering and a hobbyist Game Developer.

Skills & Abilities

Programming Languages

- C++ , C# , JavaScript.
- Familiar with: HTML5, CSS, Ruby on Rails, Microsoft Visual Basic, Python.

Software

- Database: Microsoft SQL Server, Microsoft Navision.
- Game Engines: Unity3D, Unreal Engine, Ogre3D, IrrLicht, Cry Engine, Game Maker.
- Platforms: Microsoft Windows, iOS, Ubuntu, Android, iPhone, WordPress.

Front End, Back End Frameworks

- AngularJS, NodeJS, ExpressJS, MongoDB, MySQL, Ionic.

Experience

Freelancing | 2015

- Game Designing and gameplay and networking programming for a variety of happy customers.
- Developed games for: iPhone, Android (Unity3D, Android API).
- Web development using HTML5, CSS and JavaScript or WordPress.

Game Design/ Programming | Collaboration | 05/2015

- Developed and designed a game for a group of students in MIT showcasing Muse.
- Created Networking between the game and Muse through Python custom server.
- Translated Muse's input to Unity.

Co-Founder | Unicorn Studios | 06/2012 - 2016

- Released 4 video game titles.
- Managing responsibilities coordinating the team members.
- Plugins emigration and tool creation in Unity 5.
- Worked closely with designers and artists to implement their ideas, providing technical, creative, and scheduling feedback; expand and adapt designs to meet project goals.