

# GRIGORIOS DASKALOGRIGORAKIS



- DOB: 12/Nov/1994
- Tel: +30 6979022402
- Languages: Greek (native), English (C2)
- [Portfolio](#)
- [gregthask.bt1@gmail.com](mailto:gregthask.bt1@gmail.com),

I am passionate for game design and game development, especially in designing complex RPG stat systems and gamifying everyday concepts. I am eager to learn how to develop different types of game systems and make them into an entertaining experience.

In my free time I often analyze various elements from games, movies or books in a context-free format, meaning they can be adapted to any type of media from books and poems to movies, tabletop games and video games, while also adding my own twists to them.

My hobbies include reverse engineering games I play to understand how they work below the hood as well as watching video essays analysing games from different perspectives.

## CORE SKILLS:

- *Game Development:* Unity Game Engine, RPG maker XP/VX, Godot Game Engine, Github
- *Programming languages:* C#, C++, C, SQL
- *Design tools:* Piskel, Photoshop, GIMP, Blender, Audacity
- *Game Design Documents:* Overleaf L<sup>A</sup>T<sub>E</sub>X, Microsoft Office, DrawIO, VSDC Video Editor, Bootstrap Studio

## EDUCATION

### MASTER OF ENGINEERING (MENG)

**2019 - 2022, Technical University of Crete**

Thesis on Augmented Reality Interface design and Eye tracking interactions. Applied on Manufacturing Guidance on the Magic Leap One AR Device (, )

**Skills:** Unity-based Magic Leap XR/AR Development, UI/UX design, Multimodal Interactions, System evaluation

### BACHELOR OF ENGINEERING WITH INTEGRATED MASTER (BENG/ MENG)

**2012 - 2018, Technical University of Crete**

Thesis on Mobile Augmented Reality Application Manager for multiple AR Apps (, )

**Skills:** Unity-based Android AR Development, XR/AR development, Modular applications

## WORK EXPERIENCE

### PROJECT MANAGER/ SOFTWARE DESIGNER

**August 2023 - December 2023**

**Technical University of Crete**

Project Manager for two EU-funded research programs. Software Designer for five use cases using Augmented Reality Visualisation ranging from medical rehabilitation to weather emergency assistance

**Skills:** Team management, software design, cross-team communication, high-level design documents

### UNITY GAME DEVELOPER

**May 2019 - April 2022**

**Technical University of Crete**

Game Developer for a Manufacturing Education Serious Game for G-code Education. ()

Software Developer for an AR expansion of the Serious Game for safe Manufacturing guidance on the Magic Leap One AR Device. ()

**Skills:** Unity development, back-end game design and development(saving, game progression, observer pattern communication, player evaluation), UI/UX development

### GRAPHICS LAB ASSISTANT

**June 2017 - July 2022**

**Technical University of Crete**

Project supervisor for the 4th-year "Graphics" course on a Unity game development semester-long project during the spring 2018 and spring 2019 semesters.

Lab assistant on the "Surreal Team" graphics lab responsible for paperwork regarding EU-funded projects, assistance in promotional events for external partners and high school students and supervision of 5th-year undergraduate student final projects ()

**Skills:** Student supervision, technical assistance, mentoring, technical requirements documents

## PERSONAL PROJECTS

### MOBILE ANDROID UNITY GAME DEVELOPER

**February 2024 - Present**

Developer of a mini-game based RPG aimed for Android mobile devices with full keyboard/controller support. (under development)

**Skills:** Unity development, multiple input support, loose-coupling code structure, quest-based progression

## DUNGEONS AND DRAGONS GAME MASTER 2019 - Present

Dungeon Master for two long-term campaigns. The first campaign lasted three years and included 14 original story arcs that I wrote. The second campaign is still ongoing for 2+ years, is based on the "Strixhaven: A curriculum of Chaos" official module's world and includes 2 original player classes, 3 original core gameplay elements (crafting, spellcasting, calendar-based progression) and over 10 original story arcs that I wrote.

**Skills:** Context-free storytelling, Character writing and presentation, Choice-driven story progression, Tabletop game design


## VOLUNTEER WORK

**Conference paper reviewer** Scientific chair in IEEE EDUCON 2021. Paper Reviewer in IEEE VR 2022, 2020 and 2019 and IEEE COG 2020.































**ACAI HAISS 2019 Summer School** volunteer assistant

## PUBLICATIONS

**Glance-Box: Multi-LOD Glanceable Interfaces for Machine Shop Guidance in Augmented Reality using Blink and Hand Interaction.**

(2022) Daskalogrigorakis, G., McNamara, Mania, K. et al. ISMAR Workshop on Enhancing User Comfort, Health and Safety in VR and AR. ()

**Holo-Box: Level-of-Detail Glanceable Interfaces for Augmented Reality.** (2021)

Grigoris Daskalogrigorakis, Ann McNamara, and Katerina Mania. ACM SIGGRAPH 2021 Posters (, , , , , , , , , , , , , , , , , , , , , , , , , , , , , , ,