

# Stylianos Avramidis

## Game Designer/ Computer Engineer

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**Nationality:** Greek

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**Website:** [www.gamedesign.gr](http://www.gamedesign.gr)

## WORK EXPERIENCE

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### Technical and Systems Designer

#### Sony January 2017 – Present (United Kingdom)

- Working on an unannounced AAA VR-title for Sony.
- In charge of A.I and Combat Design.
- Worked on the A.I system from the ground-up. Chose creative direction for combat, designed the systems, the enemies and implemented the balancing.
- Implemented prototypes using Lua and Visual Scripting.



### Principal Designer, Creative Assembly

#### September 2014 – January 2017 (United Kingdom)

- Worked on *Rome 2*, *Attila* and *Total War: Warhammer*
- Lead Designer for *Celts* and *Slavs* DLC for *Attila Total War*, *Blood* DLC and *Wood Elves* expansion for *Warhammer* ([Steam Store Page](#)).
- Worked on game mechanics, unit and building design, scripting, campaign A.I, balancing and events design.
- Helped make DLC department one of the most financially successful departments of the company.



### QA Engineer, TRC Entertainment

#### March 2014 – August 2014 (Malta)

- Introduced techniques to speed up deployment over Android and Apple tablets cost- free
- Set up a server capable of local OTA .ipa deployment on ipads, without having to go through cloud-platforms like test-flight
- Helped in the formulation of tests from the Game Design Documents.



## Software Developer, PixieSoftware March 2013 – August 2013 (Malta)

- Software Developer with PixieSoftware (<http://www.pixiesoftware.com>) for the game "TreasureHunter" ([Itunes Link](#))
- Implemented the encryption for the micro-transaction store.



## PERSONAL GAMES

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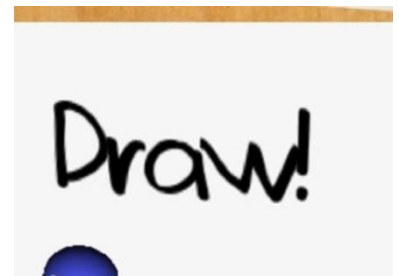
### Homecoming (commercial)

- Game utilizing emotions as an input using the EmotivHeadset ([www.emotiv.com/](http://www.emotiv.com/))
- Designed and developed by myself in Unity3D
- Available at: [Emotiv Store](#)



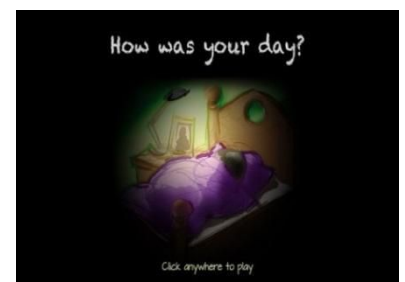
### Draw! (Free)

- Puzzle/Action game based on Drawing
- Designed and developed by myself in Unity3D
- Available at: [GameJolt \( link to the game\)](#)  
[Kongregate\( link to the game\)](#)  
<http://www.gamedesign.gr>



### How was your day? (Free)

- Experimental narrative based game
- Worked as developer part of 5 people team in Unity3D
- Available at: [GameJolt \( link to the game\)](#)  
[Kongregate\( link to the game\)](#)  
<http://www.gamedesign.gr>



## EDUCATION

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- **M.Sc Digital Games, University of Malta (October 2012 – April 2014)**

Created my first games, worked in teams of 4, conducted my first playtests in schools, learned prototyping methods

- **5-year-Diploma of Computer Engineering and Communications, University of Aegean, Greece (July 2011)**

## RESEARCH ACTIVITY

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- **Brain Computer Interfaces in Game Design – Master’s Thesis**

Exploring the potential and new affordances of Brain Computer Interfaces, in Game Design. Made the Homecoming video game, which I see in the [Emotiv App Store](#).

- **Secure instant messaging – Diploma Thesis**

Implemented an instant messaging client for mobile phones, using asymmetric cryptography

## GAME JAMS

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- **Creative Assembly Franko Jam 2015**
- **Creative Assembly Franko Jam 2014**

- **Global Game Jam 2014**

Participated in event for “How was your Day” with a team of (<http://globalgamejam.org/2014/games/how-was-your-day>)

- **Ludum Dare 2013**

Participated in Game Competition event as Game Designer for “*Blind Guy vs. Zombies*” with a team of 2 (<http://www.ludumdare.com/compo/ludum-dare-26/comment-page-2/?action=preview&uid=20393>)

# ADDITIONAL INFORMATION

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## Languages

- Greek (native)
- English (excellent)

## Programming Languages

- C#
- LUA
- Knowledge of C++
- Knowledge of Java

## Technical Knowledge

- Unity3D
- Excel
- Knowledge of Linux

## Other Skills

- Playtest conducting
- Game Design document production
- Teamwork
- High level of motivation
- Fast learner
- Highly creative

## Other Interests

- Drawing
- Manga
- Skiing