Avraam Georgiadis

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 github.com/AvraamG

 www.visualabra.com

 Stockholm - Sweden

KEY COMPETENCES & WORK AMBITION

C#, Unity3D, Mobile Development, Problem Solver, Result Oriented

Unity Developer with skills in Design. Familiar with mobile games and XR Technologies. Looking for opportunities in game development located in Stockholm.

WORK EXPERIENCE

Unity Developer Community Manager, *ManoMotion-SWE*
From May 2017 - Ongoing

Responsibilities: *Application & Game Development (Mobile, AR, VR) Technical Documentation, Video Tutorials, Community Managment Customer Onboarding, Customer Success.*
Skills/Tools: *C#, Unity3D, Adobe Suite,*
Awards: *Auggie Award 2019 "Best Software Interaction Tool"*

XR Engineer- Community Manager, *XR Hub*
From Feb 2016 - Ongoing

Responsibilities: *XR Framework Prototyping, Q.A, Community Managment.*
Skills/Tools: *C#, Unity3D, Adobe Suite*

UI/UX Designer - Front End Developer, *Thanpa IT Solutions-GR*
From June 2015 to August 2015.

Responsibilities: *UX/UI Wireframing, A/B Testing, Data Analysis.*
Skills/Tools: *HTML5, CSS3, Adobe Suite*

Unity Developer - 3D Graphics Designer, *Istos Yayin-TR*
From October 2014 to March 2015.

Responsibilities: *Book Layout, Illustratations, VR Development, 3D Scanning,Photogrammetry.*
Skills/Tools: *Adobe Suite, Unity3D, C#, Autodesk Maya, Recap.*

Graphics Designer - Front end Developer, *Restart Promotion-GR*
From February 2014 to August 2014.

Responsibilities: *Project Managment, Marketing Campaign, SEO, UX/UI Wireframing,Illustrations, Customer Success.*
Skills/Tools: *Adobe Suite,HTML5, CSS3*

Startup Co founder, *Gaming Brotherhood-GR*
From February 2014 to August 2014.

Responsibilities: *Project Managment, Visualizations, 3D Modeling.*
Skills/Tools: *Adobe Suite, Zbrush, Autodesk Maya*

RELEASED Apps/Games

Xylophone-Mini (Google Play)

Stack Game (Google Play,Pending)

EDUCATION

Linnaeus University Växjö Sweden - Media Technology Department.
Graduated September 2017.
Master's Degree in Social Media & Web Technologies.
Thesis subject - Developing and measuring the effects of Hand Gestures in multiplayer VR Games.

Technological Educational Institute of Central Macedonia
- Informatics Engineering Department.
Graduated March 2012.
Bachelor's Degree in Informations Engineering.
Thesis subject - Developing and measuring the effectiveness of academic software for learning a second language.

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TECHNICAL SKILLS

Unity 3D
Game Design
C#
Mobile Development
Augmented Reality
WireFraming
Agile Dev/Scrum
Task Managment/Jira
Data Analysis
C++
Autodesk Maya
Pixologic Zbrush
Adobe Photoshop
Adobe Illustrator
Virtual Reality

SOFT SKILLS

Story Telling
Cross Media Design
Customer Interface
Managment
Brainstorming
Team Player
Sense of Humor

LANGUAGES

Greek
English
Swedish

COMMUNITIES & ORGANIZATIONS

GNOMON School of Visual Effects - Alumni
CGSociety member
IEEE member of student brach TEIWEST

NON PROFIT SERVICE

Red Cross, Hellenic Army