

Paris Moschovitis

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Portfolio: www.pmoschovitis.com

PERSONAL PROFILE

An energetic and enthusiastic games programmer, with a strong background in maths and physics, and a keen interest in games psychology. A team worker with strong work ethic and excellent communication skills developed through academic and professional experience.

CORE SKILLS & COMPETENCIES

C++, Unreal Engine 4, 3D Math & Physics, OpenGL, Bullet, MVVM

JIRA, Confluence, Data Analysis & Interpretation, Operations Management

EMPLOYMENT HISTORY

Splash Damage

Associate UI Programmer

London, UK

Oct 2019 – Present

- Designing and creating the systems for our UI framework and features
- Participating in code reviews, features planning and bug fixing
- Collaborating with Gameplay to create shared features
- **Most proud of:** Shipping Microsoft's Gears Tactics

Splash Damage

Intern UI Programmer

London, UK

Jun 2019 – Oct 2019

- Implementing simple features and aligning with Designers on the requirements
- Participating in code reviews and bug fixing
- Had the chance to briefly work on Microsoft's Gears 5
- **Most proud of:** Participated in an initiative to raise awareness about the company.

EDUCATION

MSc Computer Games Technology

City University London

London, UK

Sep 2017 – Oct 2019

Overall Result: 1st Class Honours

Thesis: Dynamic Difficulty Adjustment in a Horror Game Using Biometric Data

Modules Include: Game Physics & Artificial Intelligence, Computer Graphics, Game Development Process, Game Architectures, Software Systems Design

MEng (Hons) Mechanical Engineering
City University London

London, UK
Sep 2011 – Jun 2015

Overall Result: 1st Class Honours

ACTIVITIES & INTERESTS

- Global Game Jam 2021 – Active Ragdolls in Unity
- Global Game Jam 2018 – Game/Level Design for a 2D multiplayer platformer game
- Won second place in the "Best Game Overall" category of the Computer Graphics module of the MSc Computer Game Technology
- Passionate about travelling, technology, gaming and music

OTHER EMPLOYMENT

AB InBev
First Line Manager, Packaging Department

Samlesbury, UK
Mar 2016 - Jun 2017

- Leading a team of twenty operators, five engineers and two laboratory specialists
- Coordinating beer packaging, prioritizing quality over quantity while meeting strict deadlines
- **Most proud of:** Achieved first place with my team in the performance charts for the month of July, after only five months at the role.

AB InBev
Graduate Supply Program, Multiple functions/projects

Various locations
Aug 2015 - Mar 2016

- Contributed to reducing operational costs across departments through data analysis.
- **Most proud of:** Created a tool in VBA to calculate the total CO2 plant production and identify the potential for a fully autonomous CO2 stream, drastically reducing the environmental impact and operational cost.

REFERENCES – available upon request