Thomas Giagtzoglou

(Pronounced: Tom Gee-at-zog-low)

202-258-7611 | EMAIL | GITHUB | LINKEDIN | PORTFOLIO

A Software Developer with an eye for design, I am always excited to explore the intersection between art and technology. With experience in Web Development and Game Design, I enjoy problem-solving, learning, and creating memorable and enjoyable digital experiences. I bring strong skills in communication and deliberate action that can assist any team in working efficiently and getting tasks done correctly, the first time around.

PROJECTS

Donut Dunkers - GitHub | Play
Project Lead & Generalist
+ Original concept for a fun 3D puzzle game
+ Organized and lead weekly team meetings
+ Created 2D and 3D game-ready assets for use with UI
+ Taught 5 members how to use Source Control with GitHub in 2 weeks
+ Directed decisions across both the art and programming teams
+ Set goals for bi-weekly milestones, ensured the team met them
+ Voted Best Game by peers and professors

Trouble In Tornado Town - Steam
Technical Artist and UI Programmer
+ Procedurally destroyed building models from asset packs
+ Designed Houdini based tools to reduce repetitive level building tasks
+ Planned and implement a scrolling news ticker UI element, including bulk importing phrases and context aware phrases.
+ Created leaderboard using SteamWorks API and UGUI

EMPLOYMENT HISTORY

Brand Knew | Remote   *June 2019 - Present*
Fullstack Web Developer
Led development for an alumni networking site for a top Art School
+ Added Google Maps Autofill Integration and Photo/Video Upload functionality with a Media Gallery
+ Outlined future features and improvements according to client desires and limitations.
+ Created two syncing relationships with private 3rd party APIs
+ Provided maintenance and support for 2 years.

Houdini.School | Remote   *April 2022 - September 2022*
Junior Houdini Artist and Video Editor
Edited 2-4 hour Houdini lectures into digestible 5-10 minute videos
+ Created and documented tools to automate tedious tasks
+ Designed repeatable editing method to create a uniform video style

EDUCATION

Drexel University | Philadelphia, PA   *September 2019 - June 2023*
+ Bachelor of Science in Game Design and Production
Flatiron School | Washington, DC   *September 2018 - January 2019*
+ Full Stack Web Development, In person 15-week program

SKILLS

Programming Languages
JavaScript | C# | C++ | Python | vex
Ruby | SQL | Java | HTML | CSS

Development Tools/Frameworks
Git | Command Line | Perforce
Node | React | GraphQL | AWS

Software
Unreal Engine | Unity | Houdini
Autodesk Maya | Substance Suite
Adobe Suite | Google Suite

Coursework

+ Digital Media Senior Project
+ Game Dev Workshop I & II
+ Artificial Intelligence in Gaming
+ Game User Interface Design
+ Procedural Animation w Houdini
+ Computer Graphics Imagery I
+ Real Time Visualization
+ Game Development Foundations
+ Scripting for Game Design
+ Design for Media I & II

Activities

+ Entrepreneurial Game Studio
  Member, 2021 - Present
+ Social Welfare Activities
  Volunteer, March 2018 - Dec 2020

Honors and Awards

+ A. J. Drexel Scholarship
+ Westphal Portfolio Scholarship
+ AP Scholar With Distinction
+ National Honor Society Member
+ Outstanding Senior Artist Award