



Christos Kalanidis

CV

Contact



Malmö, Sweden



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Languages

Swedish | Native

English | Fluent

Greek | Proficient

**Swedish Game Awards 2021
Best Mobile Winner**

Who am I?

Communicator and designer at heart, who loves to build bridges of communication between people and who puts heavy focus on delivering the best product possible with great user experience in mind.

Work

Frictional games | Tools programmer | Full time | April 2023 -
ux/ui, figma, c++, angelscript, SVN, Dear ImGui, tools

Frictional games | Tools programmer | Internship |
September 2022 - April 2023

ux/ui, figma, c++, angelscript, SVN, Dear ImGui, tools

Education

Game Programming | Higher Vocational Education
The Game Assembly | Malmö | 2020 - 2023

C++, C#, Unity, SVN, Perforce, in-house engine

- 8 projects in groups of ~18, half time. Used perforce, Unity, C++ and developed an in-house game engine.

Game Programming | University Of Skövde |
2018 - 2020

C++, C#, Unity

- 2 projects in groups of ~22, full time. Used Github and Unity.

Game Programming | LBS Helsingborg |
2015 - 2018

C++, C#, Unity

Skills

Figma | *less than a year experience*

Angelscript | *less than a year experience*

C++ | *3 years experience*

Unreal Engine 4 | *less than a year experience*

Perforce | *2 years experience*

Unity3D | *6 years experience*