

John.Fragkoulis@gmail.com

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Mobile: +30 6932326895

Date of birth: 15/09/1984

Military obligations: Fulfilled

EMPLOYMENT HISTORY

INFRASTRUCTURE PROGRAMMER

Duration: 09/2008 – 10/2009

Location: Horsham, UK

<http://www.creative-assembly.co.uk> The Creative Assembly

- Worked on *Total War: Empire* and *Total War: Napoleon*
- Co-developed the tools for asset management and campaign editor
- Worked on file and memory management for Windows XP
- Maintained and expanded the virtual file and patching system

WEB DEVELOPER

Duration: 05/2006 – 08/2007

Location: Athens, Greece

<http://www.sentel.gr> Sentel Technologies and Consulting

- Developed an in-house flexible, extensible and modern content management system that used the latest web related libraries (jQuery/Smarty) and web software designs (modules/themes), supported multilingual content and had a fully featured user management system
- Had a small project management role
- Worked with various PHP/Javascript libraries (PEAR, YUI, jQuery), text editors (tinyMCE, FCKeditor) and open source content management systems (Drupal, osCommerce)

EDUCATION

Sep. '07 – Sep. '08: University of Hull, UK, Masters in **Games Programming**, Grade: 71/100 (with distinction)

Dissertation: “*Games that learn about their users and adapt*”, a promising look on how adaptive and learning AI can be applied to games

Sep. '02 – July '07: University of Piraeus, Greece, Ptychion in **Informatics**, Grade: 7.2/10

LANGUAGES / SKILLS / PROJECTS

Languages:

- Fluent: C++, PHP, Javascript
- Conversational: Java, GLSL, C#
- Exposed: Python, Prolog, Bourne Shell, Pascal, MIPS assembly, Matlab, VRML

Skills:

- Object-Oriented design skills
- Knowledge of 3D mathematics and physics
- Experienced in source code revision tools (Perforce, Subversion)
- Experienced with Visual Studio and cross-platform open-source IDE Codeblocks
- Familiar/comfortable with Unix/Linux operating systems
- Admin level knowledge: Windows XP/Vista
- Able to comfortably find my way through the insides of PC hardware

Projects:

Videos are available at <http://johnfragkoulis.wordpress.com>

- “Resurrection” PC game group project
 - A group of four developed a game using a design doc written for educational purposes from Black Rock Studios. The game featured different maps, levels of difficulty and enemies.
- Physics Simulation
 - Physics engine integration for rigid objects and cloth simulation with full rigid-cloth interaction
 - Client/server system where all physics calculations happen server-side and the results are then passed on to all clients
- Space game Simulation
 - Component-based object design and shader effects (per-pixel lighting)
 - Game record/playback capability
 - Minimap
- On-line course library for the department of Informatics of the University of Piraeus that made use of the emerging, at the time, Ajax and XML technologies (<http://thalis.cs.unipi.gr>)

REFERENCES

Available on request