

Antonios Nestoridis

Game and software developer

Work Experience

- 2021 - 2025 **Game developer - Portaplay / BirdIsland**
Generalist developer for the company's IP titles along with various work-for-hire projects. Worked on the released title **Gerda: A Flame in Winter** and its **DLC, Liva's story**. Released for **PC (Steam)** and the **Nintendo Switch**.
- 2018 - 2021 **Unity Developer - MeetinVR**
Developed gameplay features and systems for the Unity client of the VR application. Handled optimizations, performance and debugging. Customer support duties and technical training. The application has been released on the **Oculus** and **Pico** store.
- 2018 - 2019 **Teaching assistant - DTU Computer Graphics (course)**
Assisted with the facilitation of the weekly exercise lab and the grading of the final student projects. Development was done with WebGL and Javascript

Formal education

- 2016-2018 - **M.Sc in Games (Technology track)**
IT University of Copenhagen
- 2010-2015 - **B.Sc in Computer Science (Digital media track)**
Aristotle University of Thessaloniki (Greece)

Volunteering experience

- 2021 - 2024 - **Organizer**
Nordic Game Jam

Technical skills, tools, development platforms

Unity (C#)

C, C++

OpenGL / WebGL

Git

Networking (Photon Engine)

Android, iOS

Virtual Reality development

Steam, Nintendo Switch



+45 52720761



nestoridis.antonai@gmail.com



www.antoniosnestoridis.com



Copenhagen, Denmark

About Me

Computer science graduate evolved into game developer, I have been studying, programming games and working professionally with various game related technologies full time, for the last 7+ years.

I am primarily an all-round Unity developer (C#), with a focus towards gameplay and systems, targeted towards most platforms: PC, mobile, and console (Nintendo Switch). Additionally, I have tinkered with lower level game engine architecture and graphics programming in C/C++ and OpenGL.

During work, I value communication, feedback and team work, and I am always open to hop on any interesting task that may come up during production. Apart from polishing existing skills, I always hope to learn something new and different through any new project that I get involved with.

Languages

- Greek: Native
- English : Professional Competence
- Danish: Basic communication

Hobbies

- Film-TV series
- Graphic Novels
- Games
- Biking / Badminton
- Cat appreciation