

JACK HADJICOSTI

GAME PROGRAMMER

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RELEVANT SKILLS



EXPERIENCE



Lead Game Programmer | QIIWI GAMES

AUG 2021 – PRESENT · FULL-TIME

Led the Tech department by planning, designing, and executing technical solutions and improvements, so the department works as effectively and efficiently as possible.

- Reviewed technical solutions and systems by other developers before going live.
- Mentored and guided junior developers and interns.
- Led the development and maintenance of many big scale Android/iOS/Amazon from scratch which are played by millions of players.
- Planned sprints and versions according to requirements, in collaboration with product owners.
- Designed the architecture of many major technical systems.
- Implemented and maintained metagame core frameworks, a Match3 framework, a custom UI framework, various gameplay systems, and internal development tools.



Senior Game Programmer | QIIWI GAMES

NOV 2019 - AUG 2021 · FULL-TIME

- Led the development and maintenance of some big scale Android/iOS/Amazon from scratch which are played by millions of players.
- Designed and implemented an internal UI framework. Achieved 50% decrease in UI development times in all projects.
- Implemented multiple internal development tools which sped up development by 80% in some areas.



VR/AR Developer | VR-HOUSE

MAR 2018 - NOV 2019 · FULL-TIME

Acted as the main developer responsible for developing VR and AR projects, as well as experimenting and prototyping with new technologies and ideas.



Game Programmer | REVRESH

SEP 2016 - JAN 2017 · CONTRACT

Acted as the main developer responsible for developing VR and AR projects, as well as experimenting and prototyping with new technologies and ideas.

EDUCATION



Msc Game & Media Technology | Utrecht University

2015 - 2018

Thesis: Audio-driven Gesture Animation for Virtual Characters



Bsc Computer science | European University Cyprus

2011 - 2015

Thesis: Design and Development of a Driving Simulator for Smart Driver Assistive Technologies Evaluation

PROJECTS

Extreme Makeover: Home edition | Mobile game

2022 - PRESENT

Extreme Makeover: Home edition is a large-scale casual Match3 mobile game, with a story driven house decorating metagame. This was the biggest project for the company at the time, and I was assigned a team of 6 developers to develop it from scratch. Main goal was to bring this game to the next level technologically, in order to compete with the top games in the market.

- Led the development of the project, from initial planning to publishing.
- Designed and implemented a new 2D Metagame engine.
- Rewrote the Unity integration of our Match3 engine to be more modular and optimized, while also allowing and supporting more advanced features. Also worked on improving a lot of aspects of the Match3 engine itself (C++).
- Refactored and/or rewrote some of the shared frameworks and subsystems to be more modular and optimized.
- Optimized initial loading of the game (data-heavy), resulting in a substantial decrease of startup time (over 60%). Achieved times similar to top competitors (4-5 seconds).
- Optimized loading times when switching between different sections in the game by implementing an advanced preloading system. This resulted in almost eliminating such loading times and achieving super smooth transitions.

Unity3D

C++

Android

iOS

Optimization

Match3

2D Metagame

Project Management

More info: qiiwi.com/extreme-makeover

Kitchen Nightmares | Mobile game

2021-2022

Kitchen nightmare is a large-scale casual Match3 mobile game, with a story driven restaurants improvement metagame. This was the first fully 3D game for the company.

- Established new workflows for artists and developers by implementing new tools and generators. Achieved more than 50% decrease in new content development time.
- Designed and implemented a 3D metagame engine from scratch to support the gameplay mechanics of this game.
- Implemented a new in-game offers system, which is now shared by all other games.
- Published and maintained versions of the game on Google Play and App store.

Unity3D

Android

iOS

Optimization

Match3

3D Metagame

More info: qiiwi.com/kitchen-nightmares

Conversational Gestures Synthesizer | Tool/Algorithm

2018

Conversational Gestures Synthesizer is an online method for automatically generating and synthesizing gesture animations whose intensity and style are driven by live spoken speech, as well as a specified conversational attitude.

This project was part of my Msc Thesis, and therefore I was responsible for the research, coming up with the whole method, and the implementation of the algorithm.

More info: jackhadjicosti.com/projects/Conversational-Gestures-Synthesizer/site

Wet Warfare | Game

2016

Wet Warfare is a local multiplayer arena party game for PC. Started as a fun side project, which later turned into a full game and published on Steam.

Unity3D

3D

Steam

More info: hellmadegames.com/Projects/wet-warfare

Para Parachute | Game/Simulation

2016

Para Parachute is a parachute VR simulator, which uses custom hardware to enhance the player's experience. Designed and implemented the parachute physics framework, hardware-software communication, and wildlife AI.

Unity3D

VR

Arduino

More info: jackhadjicosti.com/Portfolio/Para-Parachute

Driving Simulator | Simulation

2015

A custom CAVE VR driving simulator developed from scratch. It was used for the evaluation of Smart Driver Assistive Technologies (SDAT). This project was part of my Bsc Thesis.

- Designed and implemented the simulator system architecture, traffic system and intelligent autonomous vehicle agents.
- Implemented the simulated SDAT into the simulator.

Unity3D

VR

CAVE VR

Neurosky MindWave

More info: jackhadjicosti.com/Portfolio/Driving-Simulator

More projects and details can be found in my online portfolio

www.jackhadjicosti.com