



STELIOS KROMLIDIS

SOFTWARE ENGINEER / INDIE GAME DEVELOPER

PROFESSIONAL SUMMARY

Versatile Programmer specializing in Unity and C#, with a focus on core gameplay systems and modular architecture. Experienced in developing mechanics for both 2D and 3D projects, including Raycasting, Save/Load systems, and AI logic. Combining academic studies at SAE Athens with practical indie development to deliver polished, scalable, and narrative-driven experiences.

CONTACT

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TECHNICAL SKILLS

- Game Engines: Unity (Primary), Unreal Engine (Basics).
- Programming: C# (Advanced), HTML/CSS (Foundational).
- Art & Design: 3D Modeling (Blender), Pixel Art (Aseprite).
- Tools: Git, GitHub, Video Editing.
- Languages: Greek (Native), English (Proficient - C2), Russian (Conversational).

PROJECTS

Flap To Freedom | Unity, C# | 2022-2023

- **Implemented** physics-based flight mechanics and a dynamic obstacle spawning system.
- **Developed** persistent high-score tracking, power-up logic, and multi-layered parallax effects.
- **Optimized** object lifecycle management and integrated third-party assets for a polished finish.

Sky Blaster | Unity, C# | 2023-2024

- **Engineered** a 2D space shooter with projectile combat, jumping mechanics, and dynamic object movement.
- **Developed** a custom spawning system for obstacles and integrated a comprehensive UI/HUD system.
- **Programmed** player-centric features including power-up logic and scalable game settings.

Locked Secrets | Unity, C# | 2024 - Present

- **Developing** a 3D psychological horror game featuring a Raycast-based Interaction System and modular puzzles.
- **Engineered** core gameplay systems, including a persistent Save/Load system, fixed-base inventory, and a narrative monologue framework.
- **Implemented** advanced mechanics such as trigger-based events, jump scares, and a dynamic hint system for player progression.
- **Refined** atmosphere and performance through custom lighting, visual effects (VFX), and event-driven cinematics.

ACADEMIC HISTORY

- **SAE Institute Athens** | 2024 – Present
- **Bachelor (Hons) Games Programming**
- **Focus: C# Development, Game Architecture, and Mathematics for Games.**
- **High School Diploma (Apolyterion)** | Graduated 2023

CERTIFICATIONS & LANGUAGES

- **ESB Level 3 Certificate in ESOL International | C2 Level (Proficiency)**
- **Languages:** Greek (Native), English (Proficient), Russian (Conversational).

SOFT SKILLS

- **Problem Solving:** Strong ability to debug complex code and optimize game logic.
- **Adaptability:** Fast learner of new game engines, tools, and programming workflows.
- **Collaboration:** Experienced in working with version control (Git) in project-based environments.
- **Time Management:** Capable of meeting development milestones and deadlines.

INTERESTS

- **Game Development:** Deeply interested in Game Design patterns, procedural content generation, and the evolution of horror game mechanics.
- **Technology & Coding:** Following latest trends in C# optimization and exploring new features in Unity and Unreal Engine.
- **Creative Arts:** Practicing pixel art and 3D environment studies to better understand the game art pipeline.
- **Horror Media:** Analyzing atmospheric storytelling in cinema, gaming and literature to apply narrative techniques in game projects.