Sotiris Gyftopoulos
Curriculum Vitae

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Bio

Knowledgeable and motivated Technical Lead/Project manager seeking to build a creative and rewarding environment to develop fun and innovative gaming experiences.

More than 15 years industry experience planning, designing and producing games for desktop, mobile and XR platforms both professionally and in my spare time, with credits on multiple published games on the iOS App Store, Google Play and Steam. Released two products on the Unity Asset store; UniDeck and UniCut.

Active member of the Greek gaming community, participating in game jams, meet ups and working with institutions, partners and stakeholders to support and grow the community

Current Employment

FM Games (Technical Lead)

In 2019 I joined FM Games, a gaming company with a portfolio of 20 casual mobile games and a daily active user base of more than 1,000,000 users. As a tech-lead I am responsible for bridging the Product team with the Development and QA Team to deliver new features to existing apps and to bring new titles to the companies portfolio. My daily duties also include Improving and implementing new processes in workflow, releasing production builds and handling new hires.

Past Experience

Another Circus (Technical Lead)

In 2016 I joined Another Circus, an uprising creative agency, that is spreading their wings into the gaming and digital market. As a new media specialist with the rest of the team we are looking into fresh and exciting technologies such as AR/VR applications ,IoT , Web GL gaming solutions and html5 applications.

I have worked producing apps, games and websites for a range of creative studios in Greece and the UK, as well as my own freelance work, for clients such as the BBC, Sony CCE, Lufthansa, Stoiximan, Betano, Volkswagen, Olympic Air, Nando's, Maybelline, Nike and Loreal.

Threenitas (2013/14)(contracted), Redirect (2012/13)(contracted), Rascal (2010/11), SplinterUK (2007/10), ByteByte (2006/07), Freelance (2005/Present)

Software Packages & Languages

- Unity, Play Canvas, Webflow, Animate CC, Photoshop, Illustrator, After Effects

- C# (Unity), Javascript, CSS, HTML

- Jira, Asana, HackAndPlan

Education

- BA Interactive Digital Media (Classification 2:1) Liverpool John Moores University (2006/07)

- Diploma of Higher Education in Interactive Digital Media (AMSAT) Amarousion School of Advanced Technology, Greece (2002/05)

Talks and Lectures

- Guest speaker VR-GR at ONASSIS STEGI

- Guest Speaker @ ΔΕΘ VR-panel

- Panel member @ The NEW NEW 2018

- Guest Speaker @ The Walking Dead Art

- Unity Lecturer @ Hellenic American Educational Foundation @ IC Summer School 2017 Informatics Center

Show Reels
2016 - 2017
2017 - 2018

Honorable Mentions & Awards

- Google Blog Post, Pac tac atac

- Ermis Digital 2016, Legendary VR

- Interview for huffingtonpost greece about vr technology

- "Multimedia Presentation" Award - Nordeus Hackathon 2015

- Ermis Digital 2011, Gold, Digital Games , VW Symphony of Speed

- Ermis Digital 2012, Silver, Other Interactive Solutions – Social Media Applications Product

- Lovie Award 2012, Bronze, Education category , BBC Famous People

- Baftas 2010, Shortlist , Childs categories, BBC The Well

- Ebge Design book 2007 , Honorable mention.

Portfolio

FM Games
[iOS Store](#) | [Android Store](#)

FM GAMES has a portfolio of 20 games and 20 team members. Our games touch the lives of people all around the world. They are played every day by some 1,000,000 users. We have found just the right balance that allows us to deliver an experience that delights our users while building a robust business.

The Legendary Virtual Experience

[Video Link](#)

VR experience delivered in red and white to mirror the club's iconic colors.
Featuring a wide variety of content, such as the club's history, fan squad creation and a mini game in the field where players try to score goals.

Funded by Kaizen games, a digital sports gambling service.

Little George and the Dragon
[Google Play](#) | [iOS Store](#)

An informational game about Sickle Cell Anaemia for Children and Young People.

Pay a visit to Waggle Avenue where Little George learns how to manage his pain during a Sickle Cell crisis, with help from his Mum and his friend Dragon along the way.

This application has been inspired by patients at Alder Hey Children's NHS Foundation Trust.

Paul Paul
[Steam Store](#)

Paul is a tech-noir VR narrative experience where players try to figure out their identity through exploration and interaction as various events unfold in a futuristic and ever-changing environment. Paul is a game about time, identity and space and one man's ambition which leads him as far as Mars.

While Paul did not manage to secure funding for its completion, as a first act it managed to establish a small fan base that provided great comments and reviews and caught the interest of Oculus which enrolled us in the Oculus start program providing enough hardware devices for the whole team but also the interest of Google that provided us with a Mirage Solo together with experimental 6Dof controllers.

Medical Mavericks
[Google Play](#) | [iOS Store](#)

Watch three amazing stop-motion films created by young animators, and discover more about the exciting histories of the main characters in three hidden object games.

An informative game about three medical pioneers who have made a significant impact on health today.

Unideck
[Video Link](#)

Is an extension tool for Unity that enables a tablet device to become a multi touch control surface for the Unity editor. It provides quick access to essential components, along with new shortcuts and functions.

Game Jams

Pac Tac Atac
Video Link | Google's Blog Post

VR Game created for Global GameJam 2018. Game assets were generated using Tilt brush in VR for a VR Game.

O.O.C Disco Twitch Game
Video Link

Game created in 48 hours for 2020 GMTK game jam, O.O.C Disco is an experimental game built around Twitch tv. A server constantly hosts games while viewers become players just by typing commands on the chat.

Excision
Video Link

Game created in 48 hours for Pandemic Jam, Procedurally generated level and Ost was contributed by various musicians through Endless, An online collaborative music tool.

Planetary Assembly
Video Link

Game created in 48 hours for Global GameJam 2019, Simple game about crafting a new home.

Phantom's Village Redemption
Itch.io

Game created in 72 hours for Procedural Jam, VR survival exploration game in a procedurally generated Fantasy environment.

Agile Knights
Video Link

Game created in 72 hours for Labour Jam, Party Game designed for team building. Procedurally generated maps.

All Hands On Deck!
Video Link

Game created for Global GameJam 2017, Party Game designed for team building. Procedurally generated maps.

Animations

Hellas to The Moon
Small informatic video for Greek Space Agency, Animation produced with Unity.

Video Link

EKOME Cash rebate
Small informatic animation for National Center of Audiovisual Media regarding Cash rebate opportunities in greece.

Video Link