Personal Info

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- +30 6971617933
- Athens, Greece
- **3/04/2000**
- ∘ Links ∘
- ♦ Portfolio
- ♦ ArtStation
- ♦ Itch.io (Game Publishing Site)
- o Education ○
- Game Development &
 Web Design
 IVT AKMI
 Sept 2018 Jul 2020
- Languages ○
- ♦ Greek
- ♦ English
- Skills
- ⇒ 3DS MAX
- ♦ HTML/CSS
- ♦ Adobe Photoshop
- ♦WordPress
- Elementor (WordPress)
- ♦ MySQL
- Unreal Engine (Game Engine)
- Godot Engine (Game Engine)
- ♦ MS Word Office

Helen Vizaniari

◆ Game Developer / Web Designer ◆

Summary ○

I am a graduate in Game Development and Web Design with experience in web development and a love for games and arts. I am looking for a position where I can continue to develop my skills and work on interesting and challenging projects.

In the web design field I have utilized my skills in Wodpress with and without plugins to create multiple websites for my own clients as well as with collaboration with Centiva Software Solutions, all of my projects can be found in my portfolio.

In the Game Development field I am constantly updating my knowledge of new programs and tactics. I currently work on my own project in Godot after I've built a prototype which can also be found in my portfolio.

○ Work Experience ○

Office employee, 2BitTel, Athens

December 2020 - February 2021

Telephone service for the company's clients.

Frontend Web Designer, Hippie Monkeys, Athens

April 2022 - July 2022

As a Frontend Web Designer, I used Wordpress to create visually appealing and user-friendly websites. I also assisted in the graphic design of several products, working closely with the programming team to promote enhancements to both company websites.

Frontend Web designer, Centiva Software Solutions, Athens April 2022 - December 2022

I was responsible for the creation and visual upgrade various websites for our clients, ensuring that they met specific requests and needs of each of our clients.

○ Education ○

Game Development & Web Design Degree

September 2018 - July 2020

- ♦ MS Power Point
- ♦ Notion Workspace
- ♦ Figma Workspace
- ♦ Trello Workspace
- Fire Alpaca (illustrating /drawing Program)
- Krita (illustrating /drawing Program)
- ♦ Bitsy Editor Engine (2D HTML Browser Game Engine)
- ♦ Piskel (Pixel Sprite Editor/Animator)
- ♦ Lospec (Pixelart Editor)
- ⇒ Bfxr (8bit Sound Effects)
- Bosca Ceoil (8bitSoundtrack)

During my studies at IEK AKMI, I acquired a strong solid and foundation in various software industry standards and technologies.

In the field of game development, I developed my skills in 3D modeling using 3DS MAX, in programming in C++ with Visual Studio and in the use of Unreal Engine and Adobe Photoshop to create games.

In the area of web design, I learned the basics of HTML and CSS and gained experience in the use of Wordpress to create web pages. In addition, I gained knowledge in the use of Microsoft Office tools, such as Word and PowerPoint

Seminars

- → Michigan Proficiency in English
- → Private art lessons on a local gallery
- ◆ " Photoshop Essentials " with professor Natalie Matheou
- → " Hacking Cracking Mining " with professor Nikiforos Kontopoulos
- → " Game Design " with professors Christos Stavropoulos & George Sagiakos
- → "Soft Skills " with various professors at IVT AKMI

○ Hobbies ○

Outside of my professional work, I have many hobbies, particularly in the art field. I enjoy digital drawing, but have recently been experimenting with canvas and acrylics. I am also a lover of video games, both from a consumer and a developer perspective and I am always packed with ideas, with a preference for open worlds, RPGs and survival games.

As a writer and worldbuilder, I love creating engaging stories and concepts for games and short comics. I am also a self-taught hobbist musician, primarily playing the keyboard, and enjoy composing my own music.

In addition to my interests in art and gaming, I am an enthusiast of science, specifically in the astronomy and astrophysics department, as well as geology. I regularly study new discoveries and missions in space.

Lastly, I am an avid gardener and love studying plants.