George Mavroeidis

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Languages: English (Fluent) | French (Intermediate) | Greek (Native) | Spanish (Beginner)

SKILLS & KNOWLEDGE

Languages: C/C++ (5 years) | C# (6 years) | GLSL (5 years) | HLSL | Python | Java
Graphics APIs: OpenGL (5 years) | ImGui | Vulkan | DirectX
Engines: Unity (6 years) | Unreal Engine | Godot | Blender3D (8 years) | Adobe Photoshop
Development: Visual Studio | Rider | Git | JIRA | Azure DevOps | Perforce | RenderDoc | Nsight
Rendering: Real-Time Rendering (5 years) | Raytracing | Lighting | Shading | Texturing | Particle Systems | Volumetrics
Optimization: Performance Profiling | GPU/CPU Optimization | Multithreading | Analytical Debugging

PROFESSIONAL EXPERIENCE

Intermediate Graphics Programmer – *Dead by Daylight*   Montreal, Canada
Behaviour Interactive   January 2025 - Present
- Codebase: large scale C++ code in Unreal Engine 5
- Core graphics contributions: rendering pipeline, shadow projection, HLSL shaders, materials, reflections
- Maintenance: GPU/CPU profiling, research, optimization, debugging, multiplatform support (PC, PS4/5, Xbox, Switch)

Junior Graphics Programmer – *Medallion-7000XR Image Generator*   Montreal, Canada
CAE   September 2022 – June 2024
- Code maintenance: large scale C++, GLSL and OpenGL code for in-house military simulator 3D graphics engine
- Core graphics contributions: lighting, particles, reflections, volumetrics, LOD, instancing, shaders
- Features: fog transition, ocean reflection, sun blinding, infrared head-up display (IR HUD), ship lights, runway lights
- Maintenance: GPU/CPU profiling, performance lab tests, research, optimization solutions, debugging, multithreading
- Agile environment: sprints, code reviews, technical discussions, documentation, mentoring and onboarding

Embedded Graphics Developer Intern – *VAPS XT*   Montreal, Canada
Presagis   May 2021 – September 2021
- Code maintenance: large scale C++ code for in-house avionics software for graphical displays in aircraft cockpits
- Tooling: automation of setting up OpenGL unit tests, significantly reducing testing time, documentation

Gameplay Programmer Intern – *DC: Heroes & Villains*   Montreal, Canada
Ludia   January 2021 – May 2021
- Code maintenance: large-scale C# codebase for commercial multiplayer mobile project made in Unity
- Feature development: player profile, damage indicator system, milestone and battle pass progression
- Networking: server-side implementation of gameplay features using Java
- Editor tooling: custom editor tools within Unity for artists and designers with technical documentation
- Collaborative environment: collaboration with artists, designers, producers in an agile and fast-paced setting

ADDITIONAL EXPERIENCE & PROJECTS

Engine UI Programmer (Contributor) – *Blender3D*   June 2024 – Present
Blender Foundation
- Code maintenance: open-source contribution using C++ and Python for Blender
- Feature improvements: built-in editor, overlay systems, UI, asset management, scripting
- Documentation: HTML technical handbook maintenance

Engine & Graphics Programmer (Solo) – *Bak3D (Baked) Engine*   September 2022 – Present
Custom 3D Engine: https://github.com/George540/bak3d_rendering_demo_engine
- Code: C++ and OpenGL codebase, GLSL shaders
- Core features: instanced particle system, Blinn-Phong lighting, runtime model loader, UI & overlay editor
- In Progress: converting project into Vulkan for improved GPU acceleration and multithreading capabilities

EDUCATION

Concordia University – *Bachelor of Computer Science (BCompSci), Specialization in Games*   Montreal, Canada
Certifications: Ubisoft's Game Creator's Odyssey: Rational Level Design - Act I and II
Societies: Concordia Game Development (President & Chairman) | Concordia Outdoors (Member)