

VASILIOS HIOUREAS

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<http://vhioureasportfolio.com>

SUMMARY OF QUALIFICATIONS

- 4+ years programming, modifying, maintaining and debugging applications.
- Extensive experience debugging software in various platforms and frameworks.
- Worked closely with program designers to integrate their ideas.

EDUCATION

DEVRY UNIVERSITY, Pomona, CA

B.S., Game and Simulation Programming, June 2011

MASSACHUSETTS INSTITUTE OF TECHNOLOGY, Cambridge, MA

Audited classes in Multicore programming: PS3 Cell processor architecture and physics

Course Work: Data Structures, Multi-threaded programming, Graphics programming (OpenGL/ DX), Game engine programming, Neural Network programming, AI programming, Assembly Language, Network/MMO programming, Physics programming, Calculus.

SKILLS

- Advanced experience with programming in C, C++, Obj-C, STL
- Advanced experience debugging complex systems and code bases
- Advanced experience programming PHP, Mysql, JavaScript, AJAX, and XML
- Experience programming with OpenGL, Unreal engine, Xna and Unity engine
- GUI programming experience with iPhone SDK, WxWidgets, MFC, Flash, Lua
- Experience programming SPU and PPU programs On PS3 running linux.
- Experience creating animations and debugging problems within flash CS5
- Fluent in English and Greek; Proficient in Spanish

WORK EXPERIENCE

TRILOGY STUDIOS

C++ Game Engine Programmer

Van Nuys, CA

May 2011 to August 2011

- Worked on a team of ten engineers to develop a multi-platform engine for mobile devices
- Integrated Lua script for use within our engine and optimized code heavily
- Minor design work in flash to help create scenes for design team when necessary
- Released three AAA quality titles for the iPad using our custom engine

AFTER 10STUDIOS

Programmer

Corona, CA

October 2007 to February 2010

- C++ Programmer/ Special Projects Programmer for various clients
- Programmed Various desktop applications using Visual C++, QT and WxWidgets
- Led team on several projects, including a Duck Hunt iPhone game and the Dell CGL website
- Created game for the iPhone using Unity engine
- Web development for Various E-Commerce Sites and DELL Gaming League site