

# Grigoris Angelos Fasois

## Programmer

### Profile

Gameplay / sound programmer. Currently a second-year student at the University of Portsmouth, I am passionate about learning and creating systems that make games feel alive. Additionally, I like to help teams, such as artists and coders, communicate more effectively.

### Projects

#### Procedural Dungeon Builder:

Gameplay systems project demonstrating procedural generation built entirely through code. Features room placement algorithms, corridor generation, binary space partitioning, and runtime level construction in Unity with C#.

#### Dialogue System:

A dialogue management system built in Unity that wraps the Ink narrative runtime, enabling designers to create complex branching dialogue trees without writing code. Features include real-time dialogue state tracking, choice filtering, variable binding for dynamic conversation branches, and seamless integration with UI systems. By far my best use of design principles in code.

#### Stolen Expressions (Game Jam, ★2 stars):

Rapid game jam entry exploring custom "potion effects," making a time-based arcade experience in Unity using C#. Most-starred project in my portfolio.

#### Universe/Particle Sim:

A gravitational N-body simulator evolved from mathematical exploration into a performant real-time engine. Scales to 2000+ objects through GPU-accelerated force calculations, demonstrating optimization expertise and understanding of computational bottlenecks in physics simulations.

### Awards

#### BSc (Hons) Computer Games Technology:

Expected first-class computer science related degree graduate.

### Other Experience

#### Network Foundation - Student Ambassador

August 2022 - January 2024

I was one of the 3 leading student ambassadors, helping the Network Foundation with planning and coordinating both events and people. The events that I helped with included raising funds for a dog shelter, specifically funds for the expansion of the shelter and food for the animals, as well as gathering volunteers for the national marathon to help with setting it up and maintaining the checkpoints.

#### Console Programming Module with Sony

University of Portsmouth • 2024

Implemented DualSense features for PlayStation 5 and sound programming: adaptive triggers (variable resistance), haptic vibration (frequency/intensity), gyroscopic input (orientation tracking), touchpad sensors (gesture detection), and audio feedback integration in C++. Demonstrates low-level hardware interaction and real-time input handling.

### Contact

+44 7393 154691

[Fasgregsc@gmail.com](mailto:Fasgregsc@gmail.com)

[linkedin.com/in/grigoris-fasois-3b91953b0/](https://www.linkedin.com/in/grigoris-fasois-3b91953b0/)

### Skills

- ✓ Unity, Unreal Engine, OpenGL
- ✓ C#, C++, Inkle, PSSL, HTML, HLSL
- ✓ Github, Perforce
- ✓ Unreal Insights
- ✓ Visual Studio, Visual Studio code

### Education

#### BSc (Hons) Computer Games Technology

University of Portsmouth | 2024 - Now

#### A - levels

With an overall grade of 70

### Languages

**Greek** - Native speaker

**English** - IELTS certificate level  
with overall grade 7.5

**Spanish** - A2 level

### Personal Interests

Playing guitar, Swimming, Cooking, Films, 3D modeling, Video games, Learning languages, Working out, Concept art