Grigorios Daskalogrigorakis

DOB: 12/Nov/1994
Tel: +30 6979022402
Languages: Greek (native), English (C2 - Certificate of Proficiency)
Portfolio: Portfolio site.
Email: gregthask.bt1@gmail.com, Github, LinkedIn, Youtube.

I am passionate for game design and game development, especially in designing complex RPG stat systems and gamifying everyday concepts. I am eager to learn how to develop different types of game systems and make them into an entertaining experience.

In my free time I often analyze various elements from games, movies or books in a context-free format, meaning they can be adapted to any type of media from books and poems to movies, tabletop games and video games, while also adding my own twists to them.

My hobbies include reverse engineering games I play to understand how they work below the hood as well as watching video essays analysing games from different perspectives.

Core Skills:

Game Development: Unity, Github
Programming languages: C#, C++
Design tools: Piskel, Photoshop
Game Design Documents: Overleaf LaTeX, Microsoft Office (Word, Excel, PowerPoint), DrawIO

Secondary Skills:

Game Development: RPG maker XP/VX, Godot Game Engine
Programming languages: Java, Matlab, C, SQL
Design tools: Blender, Audacity
Others: VSDC Video Editor, Bootstrap Studio, Roll 20 Tabletop Organiser

Work Experience

Project Manager/ Software Designer

August 2023 - Current
Technical University of Crete
Project Manager for two EU-funded research programs. Software Designer for five use cases using Augmented Reality Visualisation ranging from medical rehabilitation to weather emergency assistance

Research and Informatics Office member

September 2022 - July 2023
Greek Army
Work as a Computers Engineer during Mandatory Army service

Unity Game Developer

May 2019 - April 2022
Technical University of Crete
Game Developer for a Manufacturing Education Serious Game for G-code Education. (Video) Software Developer for an AR expansion of the Serious Game for safe Manufacturing guidance on the Magic Leap One AR Device. (Video)

Education

Master of Engineering (MEng)

2019 - 2022, Technical University of Crete
Thesis on Augmented Reality Interface design and Eye tracking interactions. Applied on Manufacturing Guidance on the Magic Leap One AR Device (Video, Library, Surreal Team)

Bachelor of Engineering with Integrated Master (BEng/ MEng)

2012 - 2018, Technical University of Crete
Thesis on Mobile Augmented Reality Application Manager for multiple AR Apps (Video, Library)

PUBLICATIONS

Glance-Box: Multi-LOD Glanceable Interfaces for Machine Shop Guidance in Augmented Reality using Blink and Hand Interaction.. (2022) Daskalogrigorakis, G., McNamara, Mania, K. et al.
ISMAR Workshop on Enhancing User Comfort, Health and Safety in VR and AR. (PDF)

Holo-Box: Level-of-Detail Glanceable Interfaces for Augmented Reality.. (2021) Grigoris Daskalogrigorakis, Ann McNamara, and Katerina Mania.
ACM SIGGRAPH 2021 Posters (Library, PDF).

Near-contact Person-to-3D Character Dance Training: Comparing AR and VR for Interactive Entertainment.. (2021) Kirakosian, S., Daskalogrigorakis, G., Maravelakis, E. and Mania, K.
IEEE Conference on Games (CoG) (pp. 1-5). (Library, PDF).

G-Code Machina: A Serious Game for G-code and CNC Machine Operation Training. . (2021) Daskalogrigorakis, G., Kirakosian, S., Mania, K. et al.
IEEE Global Engineering Education Conference (Library, PDF).

VOLUNTEER WORK

Conference paper reviewer. Scientific chair in IEEE EDUCON 2021. Paper Reviewer in IEEE VR 2022, 2020 and 2019 and IEEE COG 2020.

Teaching asssitant. for the 4th year lesson on "Graphics" during the spring 2018 and spring 2019 semesters

ACAI HAISS 2019 Summer School. volunteer assistant

OTHER EXPERIENCE

Dungeons and Dragons Game Master (Virtual). 2022 - Present
Dungeon Master for a custom-made campaign based on the "Strixhaven: A curriculum of Chaos" official module.

Dungeons and Dragons Game Master (On-site). 2019 - 2021
Dungeon Master for a custom-made campaign that lasted for 3 years.