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Profile

Game Developer - Senior Software Engineer

with a strong engineering background and experience shipping mobile games. Published a live title with 12K+ downloads and currently developing an action roguelike tower defense game. Proven background in large-scale software development and team leadership.

Work Experience

03/2022 – present
Athens, Greece

Founder / Game Developer **Otori Studios**

- Full-cycle mobile game development from prototype to release.
- Gameplay programming, system implementation, testing, and iteration.

09/2022 – 03/2024
New York, United States

Senior Software Engineer **Authoritive**

- Developed a robust self-service platform for creating and delivering online courses via messaging.
- Integrated AI capabilities to support users in content creation.

08/2018 – 08/2022
Athens, Greece

Team Leader / Software Engineer **Unisystems (European Medicines Agency)**

- Led development teams in delivering complex, large-scale, data-driven platforms.
- Responsible for task planning, conducting code reviews, and making key technical decisions.
- Developed and maintained platforms for the European Medicines Agency; guided the technical team through task analysis, distribution, and code review. Collaborated closely with the Project Manager and client on cost estimation, effort allocation, and delivery timelines.

12/2016 – 08/2018
Athens, Greece

Software Engineer **Accenture**

- Worked on enterprise-scale platforms and led small development teams, with task analysis, distribution, and code review.
- Collaborated with Project Manager and client on cost estimation, effort allocation, and delivery timelines.

Games

Mino Block Balance - Mobile Casual Game (Published)

- Developed a hybrid match-3 balance game using Unity and C#.
- Shipped to Google Play, reaching 12,000+ downloads.
- Implemented progression, balancing, rewards, UI, and monetization systems.
- Iterated post-launch using player data and performance metrics.

Action Roguelike Tower Defense – Mobile (In Development)

- Developing an action-first tower defense with roguelike elements.
- Implementing real-time color-switching mechanics tied to enemy types.
- Focus on active gameplay, reflexes, and moment-to-moment decision-making.

★ Skills

- UnityC#Mobile Game DevelopmentGameplay ProgrammingGame SystemsGame Balancing
- UI ImplementationMonetization (IAP & Ads)AnalyticsGitAgileTeam LeadershipJava
- ReactSQLAWS DynamoDB, GraphQLWeblogicSOAP/REST ServicesOpenAI API

🎓 Education

09/2008 – 12/2016
Athens, Greece

BSc Informatics Computer Science
Athens University of Economics and Business

📄 Certificates

FC in English
Cambridge University