

THOMAS MALANDRIS

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(open to remote / relocation)

PROFILE

UE5 / C++ game developer with a published title on Steam (Pangea Dawn), custom engine experience, and research in adaptive AI systems. Led a 4-person dev team through iterative development cycles with structured sprint planning. Seeking junior/mid gameplay programmer roles in Unreal Engine or Unity.

PROFESSIONAL EXPERIENCE

Lead Programmer — Pangea Games

Jan 2024 – Mar 2026 · Remote

- Led a team of 4 developers on **Pangea Dawn** (UE5 ARPG), delivering milestones ahead of schedule with structured sprint planning
- Built all core ARPG systems from scratch in C++ — combat, inventory, progression, and AI — before strategically migrating select systems to the ACFU plugin to accelerate development
- Managed Perforce source control with optimised branching strategies, reducing build conflicts
- Game exceeded Kickstarter funding goal by 100% within 24 hours of launch

Customer Support — Notion

2024 – 2025 · Remote

Resolved customer issues via Slack achieving a 95% satisfaction rate; handled billing inquiries and technical troubleshooting.

EDUCATION

BSc (Hons) Game Software Engineering — Bournemouth University

Sep 2020 – Sep 2024

- Unity project (Rum Runner's Revenge) nominated for TIGA Award 2024
- Built custom 2D game engine in C++ mirroring Unreal Engine architecture
- Implemented Disney BRDF shader in OpenGL
- Coursework: Game Design, Software Architecture, Graphics Programming

International Baccalaureate (IB) — St Catherine's British School

2017 – 2018 · Athens, GR

KEY PROJECTS

Pangea Dawn

C++

Unreal Engine 5

Perforce

ClickUp

[Steam Store Page](#)

Kickstarter-funded UE5 ARPG — published demo on Steam with active development. See experience section for details.

Adaptive AI Difficulty System (Dissertation)

C++

Unreal Engine 5.4

[GitHub Repository](#)

- Engineered dynamic difficulty adjustment system emulating MOBA/shooter skill curves
- Built real-time player scoring system in C++ that adjusts AI behaviour based on performance
- Achieved 20% improvement in player engagement during testing

Labyrinth Engine (Custom 2D Game Engine)

C++

CMake

[GitHub Repository](#)

- Designed and built modular 2D engine from scratch with hybrid inheritance/component architecture
- Created swappable graphics pipeline for renderer flexibility and future-proofing
- Focused on clean, maintainable architecture with reusable components across projects

Rum Runner's Revenge (TIGA Nominated)

Unity

C#

GitHub

[GitHub Repository](#) · [Play on itch.io](#)

- Developed 2D pixel RPG using hierarchical finite state machine for AI behaviour
- Led development as CEO and lead programmer across a multi-disciplinary team
- Nominated for TIGA Awards 2024, recognising quality and innovation in student game development

JVM Server Extensions

Java

- Developed modular Java plugins for event-driven multiplayer server platforms with versioned APIs
- Managed production deployments: config management, debugging, backups, and incident response

TECHNICAL SKILLS

Primary C++ · Unreal Engine 5 · C# · Unity

Tools Perforce · GitHub · ClickUp · Slack

Other Java · OpenGL · CMake · Docker

Languages English (Native) · Greek (Native)

AWARDS

TIGA Award Nomination (2024) — Rum Runner's Revenge, Unity 2D pixel art RPG