

THOMAS MALANDRIS

Game Software Engineer



CONTACT

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Website

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MY PROFILE

University student with diverse experience all the way from theatre, cyber security, game software engineering and hospitality.



EDUCATION

BSc (Hons) Forensic Computing and Security (1 year complete)

Bournemouth University
2019 - 2020

BSc (Hons) Game Software Engineering

Bournemouth University
2020 - 2024

International Baccalaureate (IB) Diploma

St Catherines British School
2016 - 2019

International General Certificate of Secondary Education (IGCSE) Diploma

St Catherine's British School
2014 - 2015



EXPERIENCE

Unreal Engine Developer (C++)

Dissertation Project on Adaptive AI
2024

Unity Developer (C#) / Lead Programmer / Producer

Game Studio Project (TIGA Nomination)
2023 - 2024

2D/3D Custom Game Engine

Bournemouth University Project
2024

All projects available on my Github (Website)



SKILLS

Customer Service 

Communication 

Team work 

C++ 

C# 

Unreal Engine 

Unity 