NIKOS LAZARIDIS

GAMEPLAY & TOOLS DEVELOPER | GODOT 4 · UNREAL ENGINE 5 · MULTIPLAYER

Greece | EU citizen | Remote across Europe | Open to relocation
nikosleft.github.io | github.com/nikosleft | LinkedIn | nikosleft@gmail.com

PROFILE

Game-focused software developer building playable systems across Godot, Unreal Engine and Phaser. Developed server-authoritative multiplayer gameplay, deterministic combat, physics-driven 3D interactions and Unreal Editor tooling; completed time-boxed game-jam releases.

SELECTED GAME PROJECTS

EVOLUTION WAR | Phaser 3 · TypeScript · WebSockets · Cloudflare Durable Objects

- Engineered private, server-authoritative 1v1 matches with deterministic combat, upgrades, overtime, reconnection and rematch flows.
- Validated and rate-limited player commands and broadcast synchronized state snapshots from the authoritative simulation.

APARTMENT PANIC | Godot 4 · Blender · 3D physics · First-person gameplay

- Built a walkable four-room 3D apartment with grab/carry/throw interactions, cleanup objectives, evidence hiding and side-aware doors.
- Implemented a countdown-driven inspector visit and outcome checks; authored environment assets, lighting and repeatable gameplay smoke tests.

CONTEXT NEXUS | Unreal Engine 5 · C++ · Clang 18 · Editor tools

- Created an Unreal Editor prototype converting Blueprint nodes, pins and connections into a compact DSL for context-aware tooling.
- Integrated Clang AST analysis and project-context selection to surface relevant Unreal C++ information inside the editor.

ESCAPELIKE | TypeScript · Vite · Turn-based combat

- Implemented a tactical deckbuilding combat slice with a 12-card hand, action-point economy, enemy intent, guard/armor and finite resources.
- Additional game work: Project Y (multiplayer fishing systems); Tough Crowd and 19,999 Gold (two completed three-hour game jams).

PROFESSIONAL EXPERIENCE

Independent Software & Game Development | Jul 2025 – Present

- Designed and tested working game prototypes, editor tooling and full-stack applications, owning gameplay logic, technical integration and iteration.

Teleperformance — Automotive Programs | Expert Team Specialist | Jan 2023 – Jul 2025

- Promoted to Level 2 Expert Team; typically handled ~30 technical escalations per shift, investigating backend logs and connected-service failures.
- Translated complex system issues into actionable troubleshooting guidance for frontline agents and automotive dealers.

TECHNICAL SKILLS

Game engines / tools Godot 4, Unreal Engine 5, Phaser 3, Blender, Clang AST
Programming / systems TypeScript, JavaScript, C++, Python, WebSockets, Cloudflare Workers / Durable Objects
Agentic coding Aider (since 2024), Pi coding agent, OpenCode, Claude Code, Codex CLI, own harness built for fun
IDEs & tooling VS Code, Visual Studio Community, JetBrains Rider, Git

EDUCATION & LANGUAGES

Education University of Western Macedonia — Environmental Engineering studies (coursework)
Certification CS50x, Harvard University via edX: Introduction to Computer Science, completed November 2026
Languages Greek (native) · English (C2) · German (B1)