Charles Agriogianis

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CA

Narrative Designer, with a particular focus in emergent and procedural narratives

Education

Carnegie Mellon University, Entertainment Technology Center (ETC)

Masters of Entertainment Technology, Expected May 2024

University of Illinois at Urbana-Champaign, College of Engineering (UIUC)

B.S. Computer Science, May 2022

Skills

Java, C++, C#, C, Python, WebGL

Unity Engine Development

Unreal Engine Development

Android Studio

Autodesk Inventor

Server/Network Support

American Sign Language

Portfolio

https://charlieagriogianis.wixsite.com/charlieagriogianis-c

Experience

Into to Game Development, Course Assistant, August 2021 – May 2022 UIUC

- Utilized unreal to develop projects in order to teach students game development
- Developed documentation and provided student support
- Managed multiple project teams

VR Immersive Lab, Developer, August 2021 – January 2022 UIUC

- Developed VR programs in Unity to teach physics concepts
- Accomplished tasks related to content creation, implementation of physics concepts, and performance optimization

Caesar Research Group, Developer, May 2021 – January 2022 UIUC

- Aided in development of a Unity program that acted as a simulation for IOT technology development
- Accomplished tasks related to content creation, simulation of environmental elements, WebGL, and performance optimization

Projects

The Krakens Dirge, Programmer/Narrative Designer, September 2022 ETC

- Developed an immersive VR game in two weeks using the Unity Engine and the Oculus Quest
- Wrote the script and programmed the narrative components
- Developed custom VR interactions
- Utilized shaders to implement water effects
- Worked through both pre-production and production on this tight schedule with a team of 5

Tempest God, Programmer, October 2022 ETC

- Developed an immersive AR game in two weeks using the Unity Engine utilizing passthrough with the Oculus Quest
- Facilitated naive user testing to ensure the game could be played with little to no instruction
- Developed the gameplay elements
- Worked through both pre-production and production on this tight schedule with a team of 5

Lazer Date, Programmer/Narrative Designer, October 2022 ETC

- Developed a game using the Unity engine utilizing eye tracking in one week
- Wrote the script and programmed the narrative components
- Designed and implemented the gameplay components
- Worked through both pre-production and production on this tight schedule with a team of 4, with me as the sole programmer