

[Athina Giokarini]

Game Designer | Level Designer | Architect

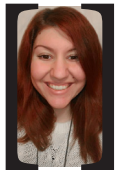
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[Education]

Master's Degree in New Media; Game Design and Production, 2016 - present

Aalto University School of Arts, Design and Architecture, Helsinki, Finland

Master's Degree in Game Design and Production. Major in Game Design and Production. (120 ECTS)

Architect Engineer Diploma, 2009 - 2016

Democritus University of Thrace, School of Engineering, Department of Architectural Engineering, Xanthi, Greece

Polytechnic Diploma (300 ECTS), Diploma grade of 8.48 (Very Good)

Diploma Thesis Project:

Pop Up Game Conventions: Portable Virtual Reality Gaming Stations

Research Thesis Project:

Videogames and the City : Spatial evolution of the Videogame in Public Space

Honours:

Diploma Project shortlisted among 4 best projects of the department for the year 2015-2016.

State Scholarship & Award, for the year 2009-2010.

High School, 2006 - 2009

"Pythagorion" General High School, Samos, Greece Graduated in 2009, with a grade of 19.4/20.

[Experience]

Level Designer Intern, November 2015 - March 2016

Seriously Digital Entertainment

I am currently working as a Level Designer for Seriously's awarded game, Best Fiends. Responsibilities include level design and balancing, game and game mechanic design, event design, balancing future content and modifying existing levels based on analytics data.

Intern Game Tester, November 2015 - March 2016

Aetherguilds

Worked as a game tester for the greek browser RPG game, Aetherguilds. Responsibilities included playtesting and usability testing, community management and bug reporting.

Intern Architect, October 2014 - November 2015

General Directorate of Reconstruction, Museums & Technical Works,

Service of Modern Monuments and Technical Works of Eastern Macedonia - Thrace

Measurement and mapping of an abandoned tobacco warehouse in Xanthi.

Student Tutor, February 2014 - August 2015

Hybrid Hunt: Petrified, 2014, spring semester

D.U.Th., Dept. of Architectural Engineering, elective course "New Media in Architecture"

Responsibilities involved the conceptual and narrative design of an augmented reality game, "Petrified", set in the Old Town of Xanthi, through a procedure of team exercises and presentations in the classroom.

[Skills]

[Languages]

Greek

(Native Proficiency)

[.....]

English

(Full Professional Proficiency)

[.....]

Finnish, Italian, German

(Min. Professional Proficiency)

[.....]

French, Spanish, Turkish

(Elementary Proficiency)

[.....]

[Technical Skills]

Game Development: Unity 5, RPG Maker XP, RPG Maker VX

Drawing & Post-production: Adobe Photoshop, Adobe Illustrator, Adobe InDesign

Modeling & Rendering: Autodesk Maya, Autodesk 3Ds Max, Trimble SketchUp,

McNeel Rhinoceros 3D, Grasshopper, Graphisoft Archicad, Abvent Artlantis

[Interests]

Research around Play and the spatiality as a result of videogames and technology. DADA Board Member, organising gaming and networking activities for New Media students. Part of research group SINDEFIN, with interests in playful interaction and gamification. Tutoring architects interested in game-oriented projects. Proud cat owner, gamer, reader. Amateur radio producer, latin dancer, guitarist and spontaneous singer. Tabletop RPG and LARP lover, Game Jam attendee, Linguaphile. I love weird words and creating experimental pet-project games.