

EVANGELIA CHAMILAKI

+30 6956017959 [✉ evacham7@gmail.com](mailto:evacham7@gmail.com) [🌐 LinkedIn](#) [📁 Portfolio](#) [🐙 Github](#)

Education

Game and Media Technology, Utrecht University, The Netherlands **2023 - Ongoing**

MSc Game and Media Technology

- Currently attending the Master programme Game and Media Technology

Computer Science Department, University of Crete, Greece **2018 - 2022**

BSc Computer Science

7.72/10, 8th in class

- Thesis: Motion Capture Methods For Skeletal Animations (supervised by professor George Papagiannakis)

Work Experience

Teaching Assistant **Nov 2024 – Feb 2025**

Utrecht University

Starting teaching assistant position in Computer Animation course.

Junior Developer **Nov 2022 – Nov 2023**

BusinessCode Gmbh

Remote

Developed a Java application which facilitated the parsing and database integration of large scale Excel and CSV files.

Contributed to a User Interface using online crawler to extract information from clients' websites and integrate them (Java, mySQL).

3D Developer **Apr 2022 – Oct 2022**

ORamaVR

Rigging, weight painting and texture creation for models applied to medical operations in Virtual Reality (Maya, Substance Painter, Materialize, Unity).

Unity Developer **Oct 2021 – Mar 2022**

ORamaVR

Remastered version of a Virtual Reality medical operation (Unity, C#).

Front-end developer Internship **Jul 2021 – Sept 2021**

WomenDoBusiness

Creation and development of website (Wordpress, CSS, HTML).

Projects

Name TBA **Ongoing**

Small Project at UU

A simulation game developed in Unity, which explores toxicity's impact in online multiplayer games. The game offers two perspectives: that of the victim and the toxic player, with players making choices that lead to different outcomes. Our goal with this project is to raise awareness about the effects of toxic behavior in online games and how individuals perceive and react to harmful comments.

Several in-game artworks and 3d models are being created by me.

Root Ready **2024**

NASA Competition - GLOBE Challenge

An interactive farming simulation where players manage soil fields with varying conditions, based on GLOBE agricultural data. Featuring nine crops with specific ideal soil needs, players adjust and measure soil composition using in-game tools. The game aims to educate young people and raise awareness about sustainable farming.

Several in-game artworks(crop icons) and 3d models were created by me.

Escape Together **2024**

Serious Gaming

A cooperative escape room game created in Unity, aiming to enhance effective collaboration and communication.

One player receives a PDF file with instructions, while the other navigates the game, relying on teamwork to escape. A user study evaluated the game's ability to improve collaboration between players.

Several in-game artworks were personally created by me.

GyroText	2024
<i>Mobile Interaction</i>	
A mobile text selection application developed in Android Studio, utilizing tilting controls via the phone's gyroscope and accelerometer for one-handed use. A user study was conducted to assess usability, user preferences, and challenges.	
Windmill Physics Project	2024
<i>Game Physics</i>	
A low-fi physics project created in Unity, the windmill's rotation speed is affected by a slider which demonstrates the wind force. It is calculated using a simplified version of Navier Stokes, as the slider value increases, the wind force also increases accordingly.	
Convolution Neural Networks	2024
<i>Computer Vision</i>	
Trained CNN models for image and video classification, mainly using the LeNet-5 architecture, and optimized model performance through validation and experimenting with different architecture modifications. Applied transfer learning and optical flow for action classification in still images and videos.	
The Cyclist	2023
<i>Crowd Simulation</i>	
A low-fi crowd simulation project in which cyclists and pedestrians are roaming the roads with priority and pedestrian crossings. A two case scenario, first a two lane road with an obstacle and second a crossroad. Implemented in Unity and creation of road models was done by me.	
Advancing Realism in Speech-Driven Animation	2023
<i>Computer Animation</i>	
A comparative survey between three speech-driven facial animation methods, highlighting their differences and advantages of each used approach.	
Motion Capture Methods For Skeletal Animations	2022
<i>Bachelor Thesis</i>	
Implemented the pipeline of creating an animation using motion capture. Researched for the most optimal online motion capture tool to import it into Unity 3D. Also created a tool in Unity, which is an automated Animator Controller.	
Graphical User Interface of a "Booking a table in a restaurant" webapp	2022
<i>Human-Computer Interaction</i>	
Created the design of a web application in Figma, with various functionalities such as Making a Reservation, View Restaurant Details, Fill in Reservation Details etc. The main point of this project was to create a user friendly and convenient application, based only on the design of it.	
Mimication of a webpage	2022
<i>Human-Computer Interaction</i>	
Created the webpage of a library in three different resolutions, making it responsive and aligning the exact layout of the given assignment. (used Bootstrap, HTML, CSS, Javascript).	
Personalized Health System	2021
<i>Internet-based Programming</i>	
Creation of website in which a patient and a doctor can login, with multiple functionalities such as making an appointment, search for doctors, see exams etc. (JavaServlets, XML responses and sends, CSS, HTML)	
Panama Paper Analysis and Fraud detection	2021
<i>Dynamics of Complex Networks</i>	
Search for frauds using different algorithms in a data network and furthermore analysis using tools such as embeddings. (Java, Python)	
Mario Game	2021
<i>Development of Smart Interfaces and Games</i>	
Development of a 2D Game Engine and an alternative replication of Super Mario Bros game. (Allegro5, C++)	

Alpha Compiler

2021

Languages and Translators

Development of a Compiler and Virtual Machine for Alpha programming language. (Lex, C)

Accident and Emergency Unit Interface

2021

Files and Databases

Developed a low-fi website for a hypothetical hospital. Patients can book appointments and doctors can review the patients' emergency situation, in order to prescribe medication, give diagnosis etc. (Java, JavaServlets, HTML, CSS).

Technical Skills

Languages: Python, Java, C, C#, C++, JavaScript, SQL, Kotlin

Web Development: HTML, CSS, Bootstrap, XML, JavaServlets

Frameworks & Databases: PostgreSQL, PyTorch, AJAX

3D Development: Maya, Substance Painter, Materialize

Game Development: Unity 3D

Technology: Docker

Honours and Awards

1st place in Piano Competition

2022 and 2023

Participated for two consecutive years in an international Piano Competition, and my performance was rated 97/100 and 96/100 which resulted to be in the first place.

9.6 grade in Piano Degree

2021

Acquiring a piano degree required consistent dedication to goals and a commitment to constant study. Beginning piano lessons at the age of 6, the degree was earned after 14 years of focused effort, demonstrating a strong commitment to long-term objectives and consistency.