



Georgios Galyfos



Objective



Position as a **Mobile Applications / Games Developer** on **Android / iOS / J2ME** platforms

Personal Information

nationality: Greek (EU passport holder / eligible to work in EU)
e-mail address: ggalyfos@gmail.com 
telephone: +30 6942692232
home address: 49 Agiou Nektariou Street, New Irakleio, 14122, Athens, Greece.
personal web site: <http://www.arcadewireless.com> 




Personal Achievements

1st place award **HTC Greek Android Developers Challenge** 
December 2010 **"SUPERLEAGUE mobile"** Android app 
"Brains & Puzzles & Sports" category

5th place **Google 2nd Android Developer Challenge** 
December 2009 **"SPORTS TREK"** Android app 
"Travel" category

Applications / Games Portfolio Summary

Year	Title	Platform	Employer
• 2011	Yahoo! حجر ورقة مقص 	iPhone app	Saicon games
• 2011	Yahoo! لعبة الركلات الترجيحية 	iPhone app	Saicon games
• 2011	Yahoo! الملاكم الذكي 	iPhone app	Saicon games
• 2011	Emergency NUMBERS 	Android app	Samsung Electronics / Mpass
• 2010	<u>Folli Follie</u> 	iPhone app	Atcom
• 2010	<u>SUPERLEAGUE mobile</u> 	Android app	personal work
• 2009	<u>SPORTS TREK</u> 	Android app	personal work
• 2009	<u>Rock Paper Scissors</u> 	J2ME game	SaiCon
• 2009	<u>Penalty Shootout</u> 	J2ME game	SaiCon
• 2009	<u>Boxing Clever</u> 	J2ME game	SaiCon
• 2008	Sport.gr play by play	J2ME app	Atcom

- 2007 [Vodafone live! Stocks](#)  J2ME app Atcom
- 2007 [Nip/Tuck: The Cutting Edge](#)  J2ME game Nephin Games
- 2007 Relic Runner J2ME game Nephin Games
- 2006 ScarFace: Empires Miami J2ME game Nephin Games
- 2006 ESPN Kickboxing J2ME game Nephin Games
- 2006 [National Lampoon's Greek Games](#)  J2ME game Nephin Games

Employment History

Senior Mobile Games Developer

Saicon Games Ltd. 

May 2011 – Present

Athens, Greece



- Client-side development of multiplayer games for major worldwide brands on the iOS and Android platforms, including the porting of 3 games for **Yahoo! Middle East**
- Supervision of junior iOS developers

Mobile Applications Developer

Atcom Internet & Multimedia S.A. 

April 2007 – April 2011

Athens, Greece

- Sole development of Android framework as a base to build applications upon. The framework features:
 - News lists' and articles' views
 - Galleries of images, videos
 - Caching mechanism for articles, multimedia files
- Development of **Folli-Follie worldwide jewellery e-shop iPhone app** 
- Design and sole implementation of a tool for creating customizable J2ME applications using HTML pages as input.
- Sole development of a J2ME application that shows play-by-play coverage, scores & stats of sports events, currently available on Cosmote MyView Portal.
- Development and porting of **Vodafone live! Stocks** , a J2ME application that shows live information on the greek stock market, currently available on Vf live!
- Sole Development of ten popular mobile sites in Greece, running on Vodafone Live, MyView Portal & i-mode of Cosmote, Wind Plus, such as:
 - [Greek Yellow Pages](#) 
 - [Skai.gr](#) 
 - [Skrouz.gr](#) 
- Implementation of a variety of features for **m-volution** , Atcom's mobile CMS:
 - Sole development of J2ME framework as a base to build applications upon
 - Statistical data and custom report creation
 - Implementation of different ways for sending bulk sms

Computer Analyst / Programmer


Hellenic Army 

August 2009 – May 2010

Athens & Mytilene, Greece



- Design and development of software military project using JPA technology, Oracle, JSP, Javascript (jQuery).

J2ME Games Developer (contract work)

SaiCon Ltd. 

November 2007 – July 2009

Athens, Greece



- Sole implementation of a framework for community-based games that features:
 - real-time play between users
 - real-time chat & asynchronous messaging between users
 - custom advertisements' retrieval as ticker or banners
 - quick play on offline mode against computer bots
- Participation in design decisions concerning the framework and the games implemented.
- Project management & supervision of client-side developers
- Rock Paper Scissors, Penalty Shootout & Boxing Clever  have so far been implemented using this framework.
- Sole implementation of the client side of the Rock Paper Scissors game 

J2ME Games Developer

Nephin Games Ltd.

December 2005 – March 2007

Galway, Ireland

- Major participation in the client-side development of the following community-based game titles:
 - **Nip/Tuck: The Cutting Edge** , published by Warner Bros / Glu
 - **National Lampoon's Greek Games** , published by Starwave Mobile (subsidiary of Walt Disney Internet Group).
 - **ScarFace: Empires Miami**, unpublished.
 - **ESPN Kickboxing**, unpublished.
 - **Relic Runner**, unpublished.
- Project planning and work under strict deadlines for major US clients
- Porting to low (S40 midp1 & midp2) and high-end (S60) devices
- Application of multiple optimization techniques in order to produce efficient and fast code
- Application of Artificial Intelligence techniques in games

VTR Operator / Archivist

Athens Olympic Broadcasting (AOB)

August 2004, Athens Olympic Games

Athens, Greece

- Work in the Technical Operations Centre of the Olympic Stadium of Athens
- Responsible for the recording and archiving of backup tapes of live feeds

e-business consultant (part-time work)

GoOnline Programme 

February 2003 – July 2004

Attiki, Greece

- Provision of training, support and advice, concerning the electronic business, to small and medium-sized enterprises

Education


MSc Distributed & Multimedia Information Systems Heriot-Watt University 

October 2004 – September 2005

Edinburgh, UK


- MSc project: "A Multiplayer Game via Bluetooth for mobile devices" (mark: 76%):
 - A real-time multiplayer 2-D maze game for mobile phones is designed and implemented.
 - J2ME and the JSR-82 Bluetooth API have been used.

Ptychion in Informatics & Telecommunications

National & Kapodistrian
University of Athens 

October 1999 – September 2004

Athens, Greece

- Degree grade 2.1
- Diploma thesis: "Reverse Engineering of electronic services' forms" (mark: 10/10) carried out in terms of the SmartGov project 

Personal Skills and Competences

Computer Skills

mobile development:	Android OS, iOS, J2ME, mobile web
programming languages:	Java, objective-C, C, C++, PASCAL, QBasic
databases:	MS SQL Server 2000/2005, MySQL, SQLite, Embedded SQL (Pro*C), PL/SQL, MS Access
web development:	HTML, XHTML, Javascript (jQuery), ASP, VBScript, JSP
XML technologies:	XPath, Xquery, XSLT, XML Schemas / DTDs
IDEs:	eclipse, NetBeans, JBuilder, XCode
version control:	Git (github), Subversion, CVS
bug tracking	Jira, TRAC
operating systems:	Windows, Mac OS, Unix, Linux

Languages

- Greek (native)
- English (fluent written & spoken)
 - Certificate of Proficiency in English, University of Cambridge
 - Certificate of Proficiency in English, University of Michigan
- German (good knowledge)
 - Zertifikat Deutsch als Fremdsprache, Goethe-Institut

Interests

Sports, Travel, Photography, Computer Games, Music

References

Available upon request