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Athens, GR

ELLI KOLINIATI
GAME DESIGNER - ARCHITECT

"Creating meaningful connections through shared emergent gameplay.
Exploring what it means to be human in the meta(i)verse era."

EDUCATION

2019-2020	**MA Computational Arts** Goldsmiths, University of London
2010-2018	**MEng Architectural Engineering** (grade: 8.04/10) Technical University of Crete
2014-2016	**Specialization in Music Harmony** (grade: 8.97/10)
2010	**High School graduate** (grade: 18.4/20)

SEMINARS / WORKSHOPS

2019	**"Black is dark white",** **Maya - Grasshopper workshop** Architectscripta | Athens Used Maya to explore advanced digital design and fabrication tools.
2018	**"Folding Parasites",** **Intro to parametric design** The Lab | Athens Used Rhino and Grasshopper to create generative patterns with folded paper.
2018-2019	**Laboratory of Scenography** LSA | Athens
2014-2015	**Electronic Music & Sound Synthesis** KSYME | Athens
2014-2015	**Music for Media** Music Lab of Composition | Athens

RESEARCH

Narrative in the space of videogames and its integration to architecture
2018, Technical University of Crete
A study about the possibilities of meaningful emergent behaviours that architecture can explore when designing the conditions of interactivity between a space and multiple players, through the lens of videogame design and game theory applications in it.

EXPERIENCE

FaliroXR
Dec 2020 - ongoing
Athens, GR

Game / Level Designer
- Currently working as a lead game designer in a team of 10 creating a roomscale VR multiplayer Laser Tag game, using Photon and Unity. Made iterations based on A/B testing and user analytics.
- Level/game designer in a VR single player puzzle that involved gravity shifts, using Unity.

Greek National Opera
Aug 2021 - Jan 2022
Athens, GR

Assistant Set Designer
Worked directly with the Director and Set Designer to create the set of The Nutcracker production (2021-22), creating 3d models in Rhino and previsualizing the set in VR using Unity to help with the planning of the show.

Unity's Open Project
Sep 2020 - Jul 2021
Remote

Level / Narrative Designer
Active community contributor in game and level design to an open source game development project, using Unity's Probuilder and Polybrush tools. Created educational content that has been put into spotlight various times by Unity on its bi-weekly livestreams.

Cyclovision
Jun 2020 - Aug 2020
London (remote), UK

Game Design Intern
Designed a small VR demo level in UE4 where the player is playing as a virus. Mainly focused on the locomotion that was done with tentacle - shaped arms that the player uses to aim and stretch towards points they could grab from and pull themselves forward.

SNFCC |
Greek National Opera
Dec 2018 - Jul 2019
Athens, GR

Architect Intern
Produced CAD drawings and 3d set models using Rhino for the Construction Department and assisted with their assembly on stage.

ClueWars EscapeRoom
Nov 2016 - May 2017
Chania, Crete, GR

Escape Room Designer and Game Master
Designed and helped to construct a new sci-fi puzzle room using Rhino, including a multitouch table that used Flash to react to touch input with loading different animations with ActionScript3.
Also observed and assisted playing teams with written help through a tablet.

PROJECTS

Interactive Light Sculptures
May 2020 - Sep 2020

Installation Design
Designed a tool in Unity that enabled the visualization of volumetric light a projector could throw following the movements of a performer who wears a motion tracking suit by tracking different parts of their body in real - time. The purpose was to enable choreographers or audience members play with the geometries the volumetric light produced by changing what part of the performer's body the projection would track.

"House Of Leaves": Translating a book into a videogame
Oct 2017 - Apr 2018

Game / Level Design
Created a first person single player interactive storytelling experience based on the universe of the book as my architecture graduation project, using UE4's visual scripting.

SKILLS

2D tools	Photoshop, Autocad
Sculpting	Blender
3D modelling	Blender, Maya, Google Sketchup, Rhino**
Game Engines	Unreal Engine 5, Unity
Texturing	Substance Designer, Substance Painter
Parametric design	Grasshopper
Coding	C++, C#, Arduino
Creative coding	Open Frameworks, Processing

** Certified User