GEORGIOS CHARONITAKIS

Senior Gameplay Developer — Unity & Unreal Engine · Game Systems & AI

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SUMMARY

Studios bring me in when gameplay is the bottleneck: combat or AI that doesn't work yet, a progression system that needs building, or tools so designers can iterate without waiting on code. I also build player and vehicle controls, unit commands and building mechanics. I'm a senior gameplay developer with 10+ years in Unity and Unreal Engine 4/5, working embedded in teams of 5–10 through my company, Guacasoft Ltd.

Available for new contract work · 20+ hours a week now · European time zone

SKILLS

Engines & platforms: Unity · Unreal Engine 4 & 5 · C# · Blueprints · PC · iOS · Android development experience

Tools & practices: Git · Perforce · ECS / DOTS · MVP architecture · Unity Profiler

EXPERIENCE

Guacasoft Ltd — Founder & Senior Gameplay Developer *2020 – Present · Remote*

Expansion Beyond — Expansion Games LLC · Unity (C#) · iOS *Jun 2019 – Present*

Live sci-fi survival game on iOS with ongoing content updates; the only Unity developer in a 5–10 person team.

View on App Store ↗

- Built crafting and base-building progression systems, including resource extraction and a cloning/respawn mechanic
- Programmed player controls and combat/AI logic for hostile creature encounters
- Built gameplay tools and UI for live-content updates (regions, missions, creatures); sound and animation setup

MERCS INC — Chicken Feet Digital · Unreal Engine (Blueprints) · PC (Steam, upcoming) *May 2023 – May 2026*

Tactical squad-based RTS with tower defense and RPG elements; credited developer, 5-person team.

View on Steam ↗

- Programmed squad combat and AI: vision, targeting, shooting and cover mechanics
- Built progression, the in-game economy, and internal tools for procedural generation and customization
- Profiled and optimized core gameplay code for a 3D top-down tactical action title

Destiny's Divide — Fobia · Unreal Engine (Blueprints) · PC (Steam Early Access) *Jul 2021 – Jun 2024*

Free-to-play PvP fantasy card game with 11 playable heroes, built within a 5–10 person team. **View on Steam ↗**

- Implemented combat/ability logic and progression: ranked ladder, seasonal rewards, crafting economy
- Built the UI framework for deckbuilding, match flow, and progression screens
- Developed internal gameplay tools to support rapid balance iteration across 11 heroes

DispoZone: Waste Wars — Unreal Engine (Blueprints) · PC prototype *Sep 2024 – Aug 2025*

All gameplay mechanics (player movement, weapons, unit AI and commands) and the in-game economy.

Savage: Road to Darkness — Unity (C#) · Unreleased *Mar 2016 – Mar 2018*

Combat/AI and core gameplay systems; halted pre-launch due to budget. ***Watch trailer ↗***

CLIENT FEEDBACK

> *"Extremely happy with Georgios, would highly recommend to anyone. We've been working together for a few years without any problems."*
> Client, Destiny's Divide

> *"Giorgos combines expertise in Unity with clear communication and a great attitude."*
> Client, Expansion Beyond

EDUCATION & ADDITIONAL

Technological Educational Institute of Crete — BEng, Computer Software and Media Applications

Software Engineer, IT Support Center — Hellenic Army.

Military Occupational Specialty: "Expert Scientist" (Software Analyst · Computer Programmer).