

NIKOLAOS APOSTOLAKIS

GAMES & WEB DEVELOPER – SOFTWARE ENGINEER

CONTACT

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EDUCATION

BACHELOR of Science (B.Sc.) Games Programming – Middlesex University
2023

CERTIFICATIONS

Diploma of Web Design & Development – SAE Creative Media Education
2016
Diploma of Game Production – SAE Creative Media Education
2016

KEY SKILLS

- Software Engineering
- Information Security
- Computer Networking
- Interactive Systems Development
- Higher Education Teaching

INTERESTS

Computer Networks and Information Security, Game Design and Interactive Media, Lifelong Learning and Technology Education

LANGUAGES

- Greek – Native
- English – Professional

PROFILE

Software engineer specializing in game development, web applications, and cybersecurity. Experienced in network security, risk assessment, software architecture and the development of interactive applications using modern technologies and game engines.

WORK EXPERIENCE

FREELANCE OCEAN MODELING & ECOSYSTEM ENGINEER (SEA 4 FUTURE PROJECT) - MINDS TECHNOLOGIES & ENVIRONMENTAL SCIENCES

2026 - PRESENT

- Developed and maintained a coupled marine modeling framework for physical ocean dynamics, ERSEM biogeochemistry, and fish ecosystem simulations.
- Designed and implemented operational run workflows, configuration handling, and NetCDF-based input/output pipelines to support reproducible model execution.
- Created and refined model modules, diagnostics, and restart mechanisms.

CO-FOUNDER, CHIEF TECHNOLOGY OFFICER (CTO), AND LECTURER - D6 LEARNING

2025 - PRESENT

- Co-founded D6 Learning, an online education school focused on technology, software development, game development, and IT.
- Leads the organization's technical strategy and oversees the design, development, and maintenance of its digital learning platforms and educational technologies.
- Designs and delivers courses in programming, game development, web technologies, networking, and cybersecurity for students and professionals.
- Develops educational content, learning pathways, and hands-on training materials that bridge academic knowledge with industry practices.

**FREELANCE GAME AND SOFTWARE DEVELOPER (BLUE AQUA EDU
SERIOUS GAME PROJECT) - MINDS TECHNOLOGIES &
ENVIRONMENTAL SCIENCES**

2024 - 2026

- Developed gameplay and simulation systems for the Blue Aqua Edu Serious Game.
- Designed and implemented user interfaces, interactive educational features, and data-driven game mechanics.
- Created software architecture and management systems to support realistic fish farming operations and training scenarios.
- Collaborated with multidisciplinary teams to deliver an engaging educational experience focused on sustainable aquaculture practices.

**WEB DESIGN AND DEVELOPMENT & GAMES PROGRAMMING
DEPARTMENTS SUPERVISOR / LECTURER - SAE CREATIVE MEDIA
COLLEGE**

2018 - 2025

- Game Programming, Multiplayer Systems, and Interactive Application Development Lecturer
- Unity, Unreal Engine, Virtual Reality (VR), and Augmented Reality (AR) Technologies Lecturer
- Web Application Development and Modern Frontend/Backend Technologies Lecturer
- Database Design, Management, and Backend Systems Development Lecturer

ASSISTANT ACCOUNTANT - PANAGIOTIS K. SIATERLIS INTERNSHIP

2017 - 2018

- Assisted in reconciling monthly financial statements for accuracy and compliance.
- Facilitated accounts payable and receivable processes by efficiently processing invoices and tracking payments.

MILITARY SERVICE

2010 – 2012

- Fulfilled Military Obligations