

Stavrakidis Christos

Environment Designer

Year of birth : 1980

Greece
(available for relocation)

daytaur@gmail.com

daytaur.com



Summary

Detail-oriented and highly organized, with strong proficiency in technology and computer systems. Continuously motivated to learn and explore new domains. Demonstrated strengths in responsibility, consistency, and adaptability across diverse work environments.

Skills

- Unreal Engine - Godot
- Good Knowledge of Environment Design Principles
- 3D Modeling with BForArtists, (a blender fork)
- Audio/SFX Mixing

Experience

Freelancer / Indie Game Developer

Manu Video Game Maker

Aug 2021 - Aug 2025

- Environment, Game and Level design
- Content creator
- Community Support
- Video/Live streaming tutorials
- Presentations (Marketing - Investors)
- Testing development versions
- Creation of Tech Demos

Self employed / Subcontractor

Stavrakidis Bros General Partnership

2005 - 2018

- As an Electrical Engineer in construction and maintenance of low-voltage service lines.

Education

- Bachelor in Energy Engineering
Athens / Greece
- Autocad ECDL
Nicosia / Cyprus
- Vellum Diploma in IT Skills
- First Certificate in English
- Military Service Completed
Obligatory for Greek males

Achievements

- 1st Place in the Official Minecraft "Scariest Screenshot" Competition, hosted by Mojang
- 1st Place in the Manu Game Jam
- Collaborative contributions with Manu:
 - a. Assisted in identifying and isolating engine bugs
 - b. Organized and hosted the first live stream showcasing the engine
 - c. Presented technical showcases for investors, with strong reception on engine performance.