PANAYOTIS LAMPITSAKIS

Gameplay Programmer — Unreal Engine 5 & Unity | VR / PC / Mobile

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SUMMARY

Gameplay programmer with 5+ released projects spanning PC, VR, and mobile, including two self-founded titles taken from concept to Steam release. Comfortable owning gameplay systems end-to-end in Unreal Engine 5 and Unity, from core mechanics through performance optimization. Currently completing mandatory military service; available for full-time roles from 25 September 2026.

PROFESSIONAL EXPERIENCE

React Native Programmer — Wick Studios *Sep 2024 – Nov 2025*

- Built and maintained features for Wick Dating (web & mobile) in React Native, working across the app's client-side functionality.
- Created the core of the application’s functionality as well as database structure and setup with multiplatform support

Founder & Lead Developer — Takeback Studios (own studio) *Jan 2020 – Present*

- Founded and run an independent studio, taking three titles (Parafron, Aduro, Flibbles) from concept through to Steam release in Unreal Engine 5 and Unity, owning gameplay systems, performance optimization, and platform integration end-to-end.

Lead Game Developer → Lead Gameplay Programmer — View Studios / The View VR *Aug 2022 – Nov 2023*

Promoted from Lead Game Developer at View Studios to also lead gameplay programming for its VR division, The View VR.

- Led gameplay development on Copium (VR, SideQuest release), including core interaction systems and performance tuning for standalone VR hardware along with gameplay mechanics (VR hands, Hammer, Puzzles).

Computer Technician (IT) — Nuntius Brokers *Nov 2020 – May 2021*

- Maintained a small to medium scale company as a technician, providing support for software or hardware problems (VoIP, PCs, Networking)

Game Developer — Kings College London *Oct 2018 – Oct 2019*

- Contributed to educational games for the university's master's students, used as part of their coursework to test their knowledge.

PROJECTS

Wick Dating (React Native, Web & Mobile, 2025) — Client-side feature development for a dating app.

Aduro (Unreal Engine 5, PC, Steam, 2024–Present) — Stylized atmospheric PC game; gameplay systems, control tuning, cross-hardware performance.

Copium (Unreal Engine 5, VR, SideQuest, 2023–2024) — VR prototype; gameplay programming and interaction systems.

Parafron (Unreal Engine 5, PC, Steam, 2020–Present) — Founder & Lead Developer on a self-published Steam title.

Flibbles (Unity, PC, Steam Demo, 2021) — Creator & developer of a Steam demo title.

Science: The World Is In Your Hands (Unreal Engine 4, VR, Steam, 2017–2018) — Educational VR title, developer/designer.

SKILLS

Languages: C#, C++, C, Java

Engines: Unreal Engine 5, Unity

Other: React / React Native, HTML, .NET, Blender, Git, Perforce, AWS

Platforms: PC, Mobile, VR (HTC Vive, Meta Quest)

Languages spoken: Greek (native), English (native)

EDUCATION

BSc Computer Games (Indie) *Sep 2015 – May 2018*
Southampton Solent University — United Kingdom

BTEC Level 3 Computing & IT *Sep 2013 – May 2015*
Brockenhurst College — United Kingdom