

DIMITRIOS DEVLIIOTIS

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Profile Summary

- **Software Developer** specialising in building **interactive systems, games, and scalable applications**, with a strong foundation in **Computer Science**. Experienced in turning complex ideas into efficient, user-focused solutions through **clean code** and **thoughtful design**. Proven ability to develop end-to-end projects, from **game mechanics** and **procedural systems** to **full-stack applications**, while continuously refining technical expertise through hands-on development and a **Master's degree**.

Education

Royal Holloway University

B.S. in Computer Science
2020 - 2024

Royal Holloway University

M.S. in Artificial Intelligence
Present

Languages

English: Fluent

Greek: Native level

Technical skills

Languages: C#, Unity, C++, Java, JavaScript, Python

JavaScript stack: **Superset:** TypeScript / **FE Frameworks:** React, Angular, /

Back-end: Node.js, Express.js, Next.js, .Net

Databases: **SQL:** MySQL, MS SQL Server / **NoSQL:** MongoDB

Dev Tools: Git, Gitlab

Cloud: AWS

Development Concepts: Object-Oriented Programming, AI Behaviour, Game Mechanics, Procedural Generation, UX/UI Design, Systems Architecture, Networking, Algorithms, Performance Optimisation, API Integration

Professional Strengths: Problem Solving, Creativity, Adaptability, Analytical Thinking, Time Management, Team Collaboration, Strong Ownership, Attention to Detail

Projects

RAG-Based FightIQ System *Python, NLP*

1. Built a **Retrieval-Augmented Generation system** integrating **web search, document ingestion, and LLM-based response generation** for domain-specific queries.
2. Implemented **data pipelines** for **web scraping, text extraction, and structured storage**, enabling dynamic knowledge retrieval.
3. Learned how to design end-to-end AI systems, improving understanding of **information retrieval, prompt engineering** and **mitigating LLM hallucination**.

Asteroid Miner *Unity, C#*

1. Developed a **3D shooter** featuring **procedural chunk generation** and **real-time enemy AI behaviour**.
2. Implemented **object pooling, enemy spawning systems, and responsive UI components**.
3. Learned how to structure and optimise complex real-time systems, improving my understanding of **performance, memory management, and game architecture under constraints**.

Algorithmic Trading System *Python*

1. Built a rule-based trading system applying **technical indicators** and **data-driven decision logic** to simulate trade execution.
2. Structured the application with a focus on **modularity, efficiency, and maintainability**, ensuring **clear and scalable code** design.
3. Learned how to translate theoretical strategies into practical systems, strengthening my understanding of **data processing, algorithmic decision-making, and system reliability**.

Professional Experience

Benugo *Barista*

In-Person Jan 2019- Jan 2026

1. Managed **multiple tasks simultaneously**(customer service, food preparation, and coordination), **strengthening prioritisation and time management**.
2. **Developed strong communication** and **problem-solving skills**, handling customer requests and resolving issues efficiently under pressure.

Leadership & Activities

Web Security Seminar Speaker *Greece*

In-Person 2014

1. Delivered a presentation on **web security principles**, demonstrating **advanced communication skills** and **early technical awareness**.

Comp Sci Society Member *Royal Holloway*

In-Person 2025-2026

1. Engaged in **technical discussions and peer learning**, exploring topics such as software development, AI, and emerging technologies.
2. Participated in society events and **collaborative sessions**, strengthening communication and teamwork skills within a technical environment.
3. **Developed confidence in discussing and explaining technical concepts**, improving ability to communicate ideas clearly to others.