

Robert Rigopoulos

Junior Game Developer

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<https://x.com/bobgamesdev> <https://robertrigopoulosdev.netlify.app/#about> <https://robertrigopoulos.itch.io/>

I am a Junior game developer with two years of QA experience at PlayStation and over four years of independent development experience across games, tools, game jams, technical art, and prototyping. I independently designed, developed, and released Athyra: Rock Paper Scissors on Steam, handling programming, design, 3D art, VFX, testing, and publishing. My strongest engine experience is in Unreal Engine and Godot, with additional hands-on experience in Unity and Construct 3, alongside C++, GDScript, Blueprints, Python, Blender, and Aseprite. I hold a BSc in Computer Games Development from Liverpool John Moores University and am now seeking a permanent role in the games industry where I can continue developing within a professional team.

EXPERIENCE

Software Quality Assurance Tester

Apr 2022 - Apr 2024

PlayStation (SIE)

- Tested unreleased system software for PS4, PS5, PSVR, and PSVR2, using hundreds of game titles to validate new console software builds against structured test cases.
- Investigated defects to determine whether they were regressions or newly introduced issues, checking behaviour against prior software versions before reporting.
- Documented bugs in Jira with clear reproduction steps, descriptions, and supporting evidence, and recorded clean test runs with accurate behavioural notes.
- Collaborated with the Global Format QA (GFQA) department to cross-check known issues, particularly around areas such as Terms of Service.
- Tested DVD and disc playback for games and films across a range of hardware configurations, including different soundbars and televisions, to verify compatibility.
- Assisted the automation team with manual testing workflows, swapping hard drives loaded with test game libraries so automated systems could run continuously.
- Maintained the confidentiality and rigour required when working on pre-release platform software.

Independent Game Developer

Jan 2020 - Present

Independent Developer

- Designed, built, and shipped Athyra: Rock Paper Scissors on Steam, taking it from concept to a live storefront release and covering programming, gameplay design, 3D art, VFX, testing, publishing, and post-launch support.
- Built a procedural 3D planet generator for Godot with custom shaders and atmospheric effects, plus a roguelike card game demo, exploring both tool development and gameplay prototyping.
- Work across Godot, Unreal Engine, Unity, and Construct 3, choosing the right engine for each project, and regularly take part in game jams, scoping ideas realistically and delivering playable projects under strict deadlines.
- Create 2D and 3D game art in Blender and Aseprite, with practical experience in 3D animation and motion capture pipelines, and apply AI-assisted workflows for coding, debugging, and planning where useful while remaining confident developing independently.

Bartender

Nov 2025 - Present

The Doghouse

- Serve customers at the bar, taking drink orders and providing friendly, efficient service during busy shifts.
- Build positive relationships with regular customers through consistent, conversational service.
- Handle customer requests and queries while helping keep day-to-day service running smoothly.
- Work as part of a small hospitality team, adapting between bar and food service responsibilities as required.

Waiter / Supervisor / Manager

Aug 2019 - Nov 2025

The Tavern Company

- Progressed from Waiter to Supervisor and then Manager, taking on increasing responsibility for customer service, team supervision, and day-to-day restaurant and bar operations.
- Supervised waiting staff during shifts, coordinating service, delegating responsibilities, and supporting the team during busy periods.
- Managed end-of-day till reconciliation and cashing up, ensuring takings were accurately accounted for.
- Continued working part-time alongside university study and later alongside a full-time QA role at PlayStation.

EDUCATION

BSc (Hons) Computer Games Development

2021 - 2024

Liverpool John Moores University

SKILLS

C++ • GDScript • Python • Blueprints • Unreal Engine • Godot • Unity • Houdini • Blender • 3DS Max •
After Effects • Perforce • Git • Jira • Agile

PROJECTS

Athyra: Rock, Paper, Scissors

First commercial release, shipped solo on Steam and itch.io. A first-person psychological horror game turning Rock, Paper, Scissors into a dark, puzzle-driven trial inspired by Inscryption and Buckshot Roulette. Built entirely in Godot, from gameplay programming and level design to 3D art and VFX. Picked up by indie horror YouTubers with positive player feedback.

https://store.steampowered.com/app/3645650/Athyra_Rock_Paper_Scissors/

Dungeon of Scoundrels

A roguelike card dungeon crawler inspired by Scoundrel, the tabletop game by Zach Gage and Kurt Bieg. Built in GDScript with Piskel pixel art. Features three game modes, five challenge modifiers, Joker allies, a coin and item economy, and special weapons. Simple to learn, brutal to master.

<https://robertrigopoulos.itch.io/dungeons-of-scoundrels>

3D Planet Generator - Sandbox

A sandbox tool built in Godot for procedurally generating planets, editing terrain, placing objects, and exploring creations in real time. Features custom shaders and atmospheric effects. Available free on itch.io.

<https://robertrigopoulos.itch.io/3d-planet-generator-sandbox>

LANGUAGES

English • Greek