

# GIOKARINI Athina

Game Designer with a love for puzzles, great spaces and fun experiences

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## RELEVANT EXPERIENCE

### Level Designer — [Seriously Digital Entertainment](#), Helsinki, FI

April 2017 - PRESENT

Responsibilities include creating, balancing and maintaining content, interpreting and implementing analytics data, updating and designing game elements and mechanics for the flagship Best Fiends title.

### Student Research Assistant — [Sindefin](#), Athens, GR

March 2016 - December 2016

Responsibilities included assisting in research and development of Architecture and New Media-oriented projects, as well as student tutoring.

### Game Tester Intern — [Aetherguilds](#), Athens, GR

November 2015 - March 2016

Aetherguilds was a community-driven greek browser/tabletop role-playing game. Tasks included playtesting and usability testing, community management, as well as tailoring unique tabletop experiences for players.

### Student Tutor — [Democritus University of Thrace](#), Athens, GR

November 2015 - March 2016

Student tutoring focused on the concept and narrative design of an augmented reality game set in the Old Town of Xanthi.

## EDUCATION

### MArts Degree New Media; Game Design and Production —

[Aalto University](#), Espoo, FI August 2016 - PRESENT

Thesis Research under development, with focus on casual design of 4x strategy games for mobile audiences.

### MSc Architect Engineer Diploma — [Democritus University of Thrace](#), Xanthi, GR September 2009 - July 2016

Research Thesis project: **Videogames and the City: Spatial evolution of the Videogame in Public Space**

Diploma Thesis Project: **Pop Up Game Conventions – Portable Virtual Gaming Stations**, shortlisted among top 4 thesis projects of the department for the year 2015–2016.

## SKILLS

**Game Development:**  
Unity 3D, RPG Maker

**UX & Game Design:**

Flowcharts, Mockups, Spreadsheets, Paper Prototyping, Basic C# Scripting, Machinations

**Art & Prototyping:**  
Photoshop, Illustrator, 3DS Max, Maya, Premiere

## AWARDS

[Unity Student Scholarship for GDC 2018](#), Unity Technologies GDC and Unity offered this Scholarship to 50 students who developed outstanding Unity projects in 2018

[Social Skills Edugame Award](#), FGJ 2017

Finnish Game Jam 2017 awards, for the Global Game Jam first-person-greeter game “Hi, or Not”.

## LANGUAGES

Greek (Native Proficiency)

English (Full Working Proficiency)

Finnish, German, Italian (Min. Working Proficiency)

French, Spanish, Turkish (Elementary Proficiency)

## RELEVANT CONFERENCES & PUBLICATIONS

### **Speaker** — [Strange Things](#), Tsepelovo, GR

March 2018

*Title: "Make Things Fast: Trust me, You Are A Gamemaker"*

I was invited to talk to aspiring game developers, students of Art and Architecture, that participated to the design workshop Strange Things, held by Democritus University of Thrace and University of Ioannina. This speech will be published along the rest of the proceedings of the workshop in 2019.

### **Attendee** — [Games First 2018](#), Helsinki, FI

May 2018

### **Attendee** — [GDC 2018](#), San Francisco, US

September 2018

I was fortunate to attend Game Developers Conference 2018 with a full-access pass, as a beneficiary of *Unity Student Scholarship for GDC 2018*.

### **Attendee** — [Games First 2017](#), Helsinki, FI

May 2017

### **Attendee** — [Nordic Game 2017](#), Malmö, SE

May 2017

I attended Nordic Game 2017 Conference as part of my Master's Degree in Aalto University.

### **Attendee** — [RovioCon 2017](#), Helsinki, FI

April 2017