



PANAGIOTIS PEIKIDIS

Software Developer - Technical Consultant (Remote Only)
Astoria, NY 11106 | ppeikidis@gmail.com | (718) 344-7440 | <https://pekalicious.com>

SUMMARY

Polyglot software developer and technical consultant with 25+ years of software development experience. Extensive hands-on work across multiple languages, frameworks, and systems, from interactive applications to backend services, APIs, and production tooling.

SKILLS

Technical: JavaScript, TypeScript, React.js, React Native, Node.js, RESTful APIs, C#, Unity3D, Git, CI/CD, Agile Development, Ruby, Java, SQL, Python

Tools: Docker, AWS, Terraform, Jenkins, Notion, Trello, Asana, Figma, Postman, Jira

WORK EXPERIENCE

HUMAN READABLE INC. - UNITY3D CONSULTANT - REMOTE 2017 – PRESENT

Provided software development and technical consulting for clients in XR, gaming, and interactive media. Collaborated with multidisciplinary teams to design, prototype, and ship interactive products with client-server components and web tooling.

- PatchedReality: Contributed to multiple projects, including leading implementations that combined Unity XR clients with backend services. Built and integrated API-driven systems in Express.js/JavaScript deployed on AWS using tools like Jenkins and collaborated on internal web tools used to validate and iterate on AI-driven features using LangChain and Python. Worked on consulting engagements with major clients including IKEA and Niantic, along with other global brands.
- Spatial.is: Prototyped embedding a Chromium-based web browser in a VR environment for immersive web access. Built from source using C++ bindings to enable real-time browser rendering in Unity.

TURBO STUDIOS - GAME ENGINEER 2013 – 2016

Developed core systems, AI architecture, and custom tools for a mobile eSports studio. Focused on creating reusable systems and automation for a fast-moving product team.

- Designed and implemented a modular C# gameplay engine capable of embedded and standalone execution for simulations, server-side validation, and automated testing.
- Built "Spark", a modular AI framework with tuning tools and debug visualization used by non-technical teams.
- Created a custom scripting editor that enabled designers to prototype and iterate without engineering bottlenecks.
- Collaborated with producers and artists to deliver features on schedule and improve team workflows.

LARGE ANIMAL GAMES - SENIOR SOFTWARE ENGINEER 2011 – 2013

Promoted from Junior to Lead Engineer during a rapid growth period. Led development on USA Network's Card Game project; contributed to WMS Slot Machines and other large-scale casual games.

- Built an in-house automation system for versioned builds and testing.
- Introduced build automation workflows that reduced iteration times and improved release reliability.
- Mentored junior engineers and established best practices for maintainable code and code reviews.

EDUCATION

BSC (HONS) COMPUTER SCIENCE – CITY COLLEGE, INTERNATIONAL FACULTY OF THE UNIVERSITY OF SHEFFIELD 2007 – 2010

Dissertation: StarPlanner – Demonstrating the Use of AI Planning in StarCraft (Presented at the Paris 2011 Game AI Conference)

ADDITIONAL INFORMATION

Languages: English (Native), Greek (Native)

Availability: Open for **remote-only** roles