



Christian Tsalidis

[Portfolio](#) | [LinkedIn](#) | [GitHub](#) | [ResearchGate](#)

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DEVELOPER OF MEDIA TECHNOLOGY

I am a 24-year-old skilled programmer with **5 years of experience** in developing interfaces for **Human-Computer Interaction**. My professional interests center around **virtual reality and 3D real-time interfaces** that are universally accessible, and I am passionate about creating innovative solutions to meet the needs of diverse users by working closely with them through **user-centered design**. With a focus on back-end functionality, I am well-versed in bringing **ideas to life** through an iterative process of design, implementation, and evaluation of prototypes with creative problem-solving skills. I have extensive experience being a **part of a team** and have a talent for delivering high-quality results even on tight deadlines. I am a **fast learner, passionate**, I have a strong commitment to staying up-to-date with the latest programming architecture design principles, and can quickly adapt to new technologies and approaches.

TECHNICAL SKILLS

Languages	: C#, Swift, Java, Python, JavaScript, TypeScript, Dart, SQL, JSON, HTML, XML, LaTeX
Programs	: Unity, Xcode, Blender, Processing, NextJS (React & TailwindCSS)
Platforms	: VR (Meta Quests & HTC Vives), AR (HoloLens 2 & Mobile), Collaborative accessible interfaces (2D & 3D)
Back-end	: Azure Services, AWS S3, PlayFab, Firebase
Networking	: Unity Netcode, Mirror, Normcore, Photon
Dev Tools	: Visual Studio Code, JetBrains Rider, GitHub, Sublime Merge, Postman, Notion, Jira

EXPERIENCE

XR research assistant

Aalborg University in Multisensory Experience Lab

Sep 2023 – Present
Copenhagen, Denmark

- **Teacher assistant** in Programming of immersive technologies: teaching VR development as well as making video tutorials on real-time networking functionality with Unity Netcode.
- **Website development** - in charge of updating the ME-Lab's website with modern design and frameworks.
- **Technical skills** involved: Unity & C#, VR, Networking with Unity Netcode, Git, NextJS, TailwindCSS

Student iOS developer

MAN Energy Solutions

Jun 2019 – Jun 2023
Copenhagen, Denmark

- Development of an iOS app that helped engineers with technical documentation, such as ship engine specifications, troubleshooting of problems, and more. Targeted to users internally at the company and external customers.
- Developed code and data flow from scratch to create interfaces more suitable for the end users.
- Improved existing code to be more optimized and fixed bugs.
- Worked with **MVC** design principles to develop robust and scalable code.
- Learned to **quickly adapt** to new technologies and **work with the team** to reach deadlines on time.
- **Technical skills** involved: Unity & C#, AR (Vuforia), iOS Xcode & Swift, Flutter & Dart, REST APIs, SQL, Azure, JavaScript, Git

Teacher Assistant in Programming of Interactive 3D worlds

Aalborg University

Oct 2022 – Jan 2023
Copenhagen, Denmark

- Assisted professor during lectures, prepared lecture materials and workshops, and graded assignments for students studying their third semester in BSc in Medialogy.
- **Technical skills** involved: Unity 3D & C#, shaders.

Teacher Assistant in Programming for Services

Aalborg University

Sep 2020 – Jan 2021
Copenhagen, Denmark

- Assisted professor during lectures and helped students during their programming semester with the design and development of websites.
- **Technical skills** involved: HTML, CSS, and JavaScript

EDUCATION

Aalborg University (AAU CPH) <i>Master of Science (MSc) in Medialogy specialized in interaction design</i>	Copenhagen, Denmark Sep 2021 – July 2023
Aalborg University (AAU CPH) <i>Bachelor of Science (BSc) in Medialogy</i>	Copenhagen, Denmark Sep 2018 – Jun 2021
Escuela Técnica Superior de Ingeniería y Diseño Industrial (ETSIDI UPM) <i>Bachelor in Electronics and Automation Engineering - Moved to Denmark after 1 year</i>	Madrid, Spain Sep 2017 – Jul 2018

PROJECTS

VR Escape Room for Corporate Compliance Training	<i>Unity, C#, PUN Fusion, Git</i>	Video
<ul style="list-style-type: none">• This was my Master Thesis project developed during the last semester of my MSc in Medialogy. I received a 12 in the Danish seven-point scale grading system.• I was the lead back-end developer of a multiplayer VR experience aimed at creating a corporate compliance training that was more motivating, engaging, and improved learning of employees in comparison with traditional self-study e-learning methods. The testing indicated positive results.• I mainly developed the networking functionality, as well as state-driven automation scripts.• The main VR gear used was four Meta Quest 2 devices, as well as a Meta Quest Pro during in-house testing.		
HoloBand - AR	<i>Unity, C#, Normcore, Git</i>	Publication
<ul style="list-style-type: none">• Made in collaboration with Rigshospitalet in Copenhagen and Multisensory Experience Lab AAU CPH, following user-centered design.• I was the lead back-end developer of an augmented reality (AR) experience to train music perception for the hard of hearing.• Our research was published at the AES 2022 conference held by the Audio Engineering Society.• I developed the networking functionality that allowed two interfaces to communicate in real-time with one another: a 2D interface for the clinician, and a holographic AR for the hard-of-hearing person wearing the HoloLens.		
DuoRhythmo	<i>Unity, C#, Normcore, PlayFab, Mirror, Git</i>	Publication
<ul style="list-style-type: none">• Made in collaboration with Microsoft Research, International Alliance of ALS/MND Associations and Multisensory Experience Lab at AAU CPH• My team and I came up with, designed, and developed with user-centered design a Collaborative Accessible Digital Musical Interface (CADMI) for people living with ALS and their caretakers.• Our research has been accepted at the CHI23 conference, which is the premier international conference of Human-Computer Interaction (HCI).• I was the lead back-end developer.• Utilized accessible design to allow multimodal input to the app: eye-tracking, dwell time, or mouse.• Iterative process of research, design, implementation, and evaluation of viable research product.• Published app in the Microsoft App Store.• The Microsoft team wrote and shared a Windows Blog article about the app .• Received very positive feedback from end users and experts within the field.		
ReGaze - VR	<i>Unity, C#, Git</i>	Website
<ul style="list-style-type: none">• Made in collaboration with Multisensory Experience Lab in AAU Copenhagen.• I was one of the main developers of a VR experience for making a comparison study between eye-tracking in VR versus traditional VR input controllers.• Utilized the HTC Vive Pro Eye headset and Tobii Eye tracking SDK.		
CineVerse - VR	<i>Unity, C#, Normcore, Git, PlayFab</i>	
<ul style="list-style-type: none">• Made an internship in collaboration with CinemaTaztic in Copenhagen.• I was the lead back-end developer of a virtual reality (VR) experience to research the possibilities of expanding an existing business model into VR.• I developed the functionality that allowed users to sign up and go through an authentication process, save user data on the cloud, and interact with objects in VR.		