

Konstantin Teale

Profile

Programmer/Technical-Artist with multiple degrees in Computer Games production, also specialised in Cyber Security.

During my studies I have frequently worked in team environments. I am highly adaptable, and am comfortable in taking on leadership roles.

My major strengths include strong problem-solving ability, a high aptitude for learning new skills and languages, and a broad understanding of both technical and creative aspects of Computer Programming. I am open-minded and eager to learn from and elevate my peers.

Skills

Game Production

- Game Design, including the creation of documentation for system architecture using robust programming patterns.
- Programming in C# and C++, with high proficiency using industry level game engines (Unity, Unreal Engine)
- Team Management using Trello/Jira and Notion.
- High proficiency in 3D Character and Environment Asset Creation using ZBrush, Blender and Adobe Substance, with working proficiency in Autodesk Maya.
- Version control using Git Bash and GitHub.

Cyber Security

- Fundamental understanding of Cryptography and mathematical best practices for secure cyber systems.
- System Auditing and Certification according to ISO/IEC standards.
- Penetration Testing using Kali Linux.
- Digital Forensics with disk imaging using Tsurugi Linux.
- Strong understanding of Social Engineering techniques and Socio-technical risk.

Education

City St. George's, University of London

MSc Cyber Security

(SEPT. 2024 - OCT. 2025) (Awaiting results)

Information Security fundamentals including Cryptography, Network Security, Digital Forensics and Auditing, with a dissertation on Digital Rights Management for Indies.

Goldsmiths, University of London

MA Games Art and Design

(SEPT. 2023 - SEPT. 2024) (Distinction)

Advanced media creation studies, including Games Business/Analytics and Machine Learning modules, with a dissertation on Non-Photorealistic game asset workflows.

Kingston, University of London

BSc Computer Games Programming

(SEPT. 2020 - JUNE 2023) (First Class)

Game development processes using industry-level technologies, including Computer Science fundamentals, with a final project on storytelling tools for interactive games.

Goldsmiths, University of London

BSc Creative Computing (SEPT. 2018 - JUNE 2020)

Completed two years of this web-development focused course.

European School of Munich (ESM)

European Baccalaureate (GRADUATED JUNE 2018)

Languages

English

Native-level Speaker

Greek

Native-level Speaker

German

Native-level Speaker

French & Spanish

Basic reading and verbal comprehension

Awards

Gold Duke of Edinburgh Award 2017

Acted as team leader in expedition planning and navigation.