



## Software Developer

<https://www.ctsalidis.com/> | [LinkedIn](#) | [GitHub](#)  
Location: Copenhagen S, Denmark

Christian Tsalidis

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### PROFESSIONAL PROFILE AND MOTIVATION

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Programmer skilled in Human-Computer Interaction (HCI), transforming complex ideas into functional prototypes through iterative, **user-centered** design. Proven ability to deliver impactful, value-driven solutions by collaborating with clients and stakeholders. Focused on **aligning technology with business goals** to drive innovation, optimize processes, and support **commercial growth**. Seeking opportunities that foster innovation and offer the chance to create meaningful, strategic impact through technology-driven solutions.

### TECHNICAL SKILLS

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<b>Programming</b>	: C, C#, Swift, .NET, Java, Python, JavaScript, TypeScript, Dart, SQL, JSON, XML
<b>Tech Stack</b>	: Unity, Rider, VS Code, Xcode, Git, NextJS (React & TailwindCSS), Blender, Jupyter, Obsidian
<b>Networking</b>	: Unity Netcode, Mirror, Normcore, Fusion
<b>Back-end</b>	: Azure Services, AWS, Supabase, PlayFab, Firebase, Postman, REST APIs
<b>Platforms</b>	: Virtual & Extended Reality (XR, VR, AR), 2D & 3D, Web
<b>Languages</b>	: English (fluent), Danish (basic), Spanish (native)

### WORK EXPERIENCE

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#### XR Research Assistant

Aalborg University in Multisensory Experience Lab - Full time

Sep 2023 – Sep 2024  
Copenhagen, Denmark

- Led development of **VR educational experiences**, benefiting over 20 test participants with immersive learning environments.
- Supported 5+ interns and researchers in designing and implementing interactive interfaces.
- Guided over 60 students in VR development, resulting in prototype presentations to the CEOs of 2 top VR companies in Copenhagen.
- Revamped ME-Lab website, **improving performance** by 70% and enhancing user engagement through modern designs.

#### Student iOS Developer

MAN Energy Solutions - Part time

Jun 2019 – Jun 2023  
Copenhagen, Denmark

- Developed an iOS app used by over 100 engineers and customers, providing access to critical technical documentation online and offline, **reducing troubleshooting time** by 60%.
- Improved offline performance by 30% and reduced bugs by 25% through Model-View-Controller (MVC) **optimization**.
- Delivered features on time, occasionally 2 weeks early, by quickly adapting to new technologies.

#### Teacher Assistant

Aalborg University - Part time

Sep 2020 – Jan 2024  
Copenhagen, Denmark

- Supported 180+ students across three courses by assisting in lectures, preparing workshops, and grading:
- Programming of **Immersive Technologies** (Oct 2023 – Jan 2024)
- Programming of **Interactive 3D Worlds** (Oct 2022 – Jan 2023)
- Programming for **Services** (Sep 2020 – Jan 2021)

### EDUCATION

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#### Aalborg University (AAU CPH)

Master of Science (MSc) in Medialogy with specialisation in Interaction - GPA: 11.8/12 (A)

Copenhagen, Denmark  
Sep 2021 – July 2023

- Thesis - Development of a VR Escape Room for Corporate Compliance Training.
- Collaborations with Microsoft Enable Group and Rigshospitalet. Six-month internship at Cinematatztic.

#### Aalborg University (AAU CPH)

Bachelor of Science (BSc) in Medialogy - GPA: 10.8/12 (B)

Copenhagen, Denmark  
Sep 2018 – Jun 2021

- Thesis - DuoRhythmo: A collaborative accessible digital musical interface for people living with ALS and their caretakers.
- Collaborations with Microsoft Enable Group and International Alliance of ALS/MND Associations.

#### Escuela Técnica Superior de Ingeniería y Diseño Industrial (ETSIDI UPM)

Bachelor in Electronics and Automation Engineering - Moved to Denmark after 1 year

Madrid, Spain  
Sep 2017 – Jul 2018

### INTERESTS AND HOBBIES

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I enjoy staying active through **paddle boarding** and **football**, both of which provide a balance between physical fitness and teamwork. I take time for **long walks** to practice mindfulness and reflect on gratitude, maintaining mental clarity. I challenge my strategic thinking with board games like **Risk** and **chess**, while also engaging in **woodworking**, where I create functional and artistic pieces. Additionally, I immerse myself in the imaginative universe of **Tolkien's Lord of the Rings**, fueling my creativity and appreciation for storytelling.