



Software Developer

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

Christian Tsalidis

Email: ctsalidis@outlook.com
Mobile: +45 50303198

PROFESSIONAL PROFILE AND MOTIVATION

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

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

WORK EXPERIENCE

XR Research Assistant <i>Aalborg University in Multisensory Experience Lab - Full time</i>	Sep 2023 – Sep 2024 <i>Copenhagen, Denmark</i>
<ul style="list-style-type: none">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 <i>MAN Energy Solutions - Part time</i>	Jun 2019 – Jun 2023 <i>Copenhagen, Denmark</i>
<ul style="list-style-type: none">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 <i>Aalborg University - Part time</i>	Sep 2020 – Jan 2024 <i>Copenhagen, Denmark</i>
<p>Supported 180+ students across three courses by assisting in lectures, preparing workshops, and grading:</p> <ul style="list-style-type: none">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

Aalborg University (AAU CPH) <i>Master of Science (MSc) in Medialogy with specialisation in Interaction - GPA: 11.8/12 (A)</i>	Copenhagen, Denmark Sep 2021 – July 2023
<ul style="list-style-type: none">Thesis - Development of a VR Escape Room for Corporate Compliance Training.Collaborations with Microsoft Enable Group and Rigshospitalet. Six-month internship at Cinemataztic.	
Aalborg University (AAU CPH) <i>Bachelor of Science (BSc) in Medialogy - GPA: 10.8/12 (B)</i>	Copenhagen, Denmark Sep 2018 – Jun 2021
<ul style="list-style-type: none">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) <i>Bachelor in Electronics and Automation Engineering - Moved to Denmark after 1 year</i>	Madrid, Spain Sep 2017 – Jul 2018

INTERESTS AND HOBBIES

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.