Charlie Agriogianis

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CA

Gameplay Programmer | Technical Designer | Game Designer

About Me

Creating the novel stories new technology enables

Education

Carnegie Mellon University, Entertainment Technology Center (ETC) – Masters of Entertainment Technology, May 2024

University of Illinois at Urbana-Champaign, College of Engineering (UIUC) – B.S. Computer Science, May 2022

Skills

Engines

Unity, Unreal

Platforms

PC, Quest 3 (VR and AR), Vive Trackers, WebGL, Eye Tracking, Android, Custom Controllers, Directional Audio

Languages

C#, C++, C, Python, Java, JavaScript, HTML, CSS

Other Skills

Dialogue and Prose Writing

Generative AI Dialogue Training, Prompt Engineering

Custom Shaders

FMod, Sound Effects, Mixing

Technical Writing

American Sign Language

Hobbies

TTRPG Design

Horror Story Writing

Improv

Magic: The Gathering

Experience

Narrative Designer/Prompt Engineer, *Astrobeam*, Febuary-April 2025

Stellar Café, released VR game about multiplayer interaction with generative AI powered NPCs

- Assisted in the development of a Quest 3 VR game in Unity
- Integrated and optimized generative AI tools for the creation of dialogue
- Ran playtests multiple times a week to iterate on AI and game functionality
- Wrote background info and example dialogue for RAG implementation in order to flesh out the world and characters
- Employed prompt engineering to reduce hallucination, improve output, and allow for integration with other gameplay systems

Technical/Design Contractor, *BigEMotion*, December 2025 - Ongoing

A studio focused on creating interactive software and installation experiences for clients

- Designed and produced interactive installations and ensured reliability and high uptime
- Utilized Unreal to create an interactive museum exhibit for a special effects studio

Teaching Assistant, *Intro to Game Design*, January-May 2024

A new introductory class on the game design process

- Helped to create the syllabus and course structure for the first iteration of a master's level introductory game design course
- Prepared and gave multiple lectures on game design topics such as: Adaptation, Design Frameworks, and Combat Design
- Provided feedback and critique on design work
- Gave guidance to students on topics such as: Documentation, Pitching, Collaboration, Playtesting, and Iteration

Teaching Assistant, *NHSGA*, June-August 2023

A summer crash course on game development for high schoolers

- Taught high schoolers during a six-week crash course on game development
- Created a fourteen-lecture series on game design and programming
- Assisted the students in the creation of two games in four weeks
- Provided mentorship and guidance to the students on: Design, Development, Collaboration, and Planning Their Futures

Technical/Game Designer, *Hysteria in Howlsbend* ⧉, January-May 2023

A witch trial interrogation game utilizing freeform user input and real-time AI generated text

- Developed a game where the player plays an interrogator during a witch trail, having freeform conversations with NPCs that have real-time ChatGPT generated dialogue
- Created systems for controlling the changing conversation topics and emotions of the conversational AIs to increase their believability and reactivity
- Integrated machine learning technologies with Unity to react to freeform user input
- Created gameplay systems for player interrogation and the tutorials to explain them
- Collaborated on original story development and planning
- Worked with a co-writer to develop over 1000 lines of dialogue