

STYLIANOS REGAS

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PROFESSIONAL SUMMARY

Computer Science major with an emphasis in Game Development at Grand Canyon University. Passionate about technology, problem-solving, and continuous learning, with proven leadership and teamwork experience through projects and extracurricular involvement.

DEVELOPER SKILLS

C++ Python C# GDScript HTML Java SQL Godot Unity Git GitHub
Cisco Packet Tracer Command Prompt PowerShell MongoDB Jupyter Notebook
Linux WordPress Google Applications Microsoft Applications

PROFESSIONAL SKILLS

Dedicated Experienced Leader Great Communicator Collaborative Teamwork Problem-Solving

EDUCATION

Grand Canyon University, Phoenix, AZ - 04/2027

Bachelor of Science in Computer Science with an Emphasis in Game Development

Digital Logic and Design Computer Architecture Operating Systems Linear Algebra

Algorithms and Data Structures Human-Computer Interaction Principles of Database Design

LEADERSHIP EXPERIENCE

Student Officer, Game Development Committee, 9/2024 - Present

- Lead weekly meetings to coordinate projects and initiatives.
- Assist peers in understanding game mechanics and development processes.

Captain, GCU Running Club, 9/2024 - Present

- Facilitated and managed weekly practices while fostering an inclusive and supportive environment.
- Attended weekly professional development classes to refine leadership skills and support practice performance.

Leader, GCU Orthodox Christian Fellowship, 9/2024 – Present

- Coordinated monthly campus events to foster fellowship and support students' spiritual growth.
- Communicate with students to organize transportation to ensure attendance at Sunday services and church events.

PROFESSIONAL EXPERIENCE

Research Intern Team Lead, Canyon Research Lab, Phoenix, AZ 10/2025 - Present

- Collaborating in teams to research and develop AI-driven projects across diverse applications.
- Leading project team by coordinating meetings, tracking milestones, and providing biweekly progress updates to the head advisor.

Tech Consultant, Target, Duluth, MN 6/2024 – Present

- Monitored the Electronics department by maintaining clean displays, stocking shelves, and managing back stock.
- Provided customer support during purchases and partnered with team members to ensure smooth shift completion.

Shift Lead, Marcus Theaters, Duluth, MN 6/2021 – 5/2023

- Delivered flexible support by engaging guests, handling sales, processing tickets, and ensuring a clean theater.
- Led coworkers in completing daily tasks and ensured all responsibilities were fulfilled by end of shift.

PROJECTS

Text-Based Labyrinth Maker

- A text-based labyrinth game allows users to create, play, and save custom labyrinths.
- Made using Microsoft Visual Studio and C++.

Virtual Reality Adventure Game

- Developed a collaborative VR adventure game over a semester with a team of three, integrating animations, level design, audio management, and interactive gameplay.
- Made with Unity, C#, and Blender.

Random Running Route Generator

- Created a program that generates custom running routes based on user specified time or distances.
- Made using Jupyter Notebook, Python, and OpenRouteServices API.