KOSTA TSEKOURAS

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Education

The University of Adelaide   **Adelaide, Australia**   Expected: Nov 2022
Bachelor of Computer Science (Advanced), GPA 6.3/7

Work Experience

Video Game Modification Development Business   Jan 2018 – Jan 2021
Worked to produce modifications for popular video games to assist my customers. These modifications were sold to customers on a monthly subscription basis. Occasionally, special or out of the ordinary jobs would be requested for lump sums of money.

E-Sports Security Team Back-end Programmer   Mar 2020 – Nov 2020
I worked as a back-end programmer for a company that is heavily involved in the E-Sports scene, across many competitive online games. My role in this organisation was to assist in the development of an administration panel featuring many in-depth monitoring tools to identify and ban suspicious players, as well as preventing evasion of previously issued bans.

Projects

Tray-Icons   Aug 2020
Constructed a C++ application/library to assist other developers who may need to create applications that require the addition of icons to the Windows system tray. I couldn't find any pre-existing, functioning, modern solutions that didn't require extensive use of the Windows API, so I created a tool to make this process much more simple.

Client-Side Anti-Cheat for Destiny 2   Jun 2020
Created a client-side anti-cheat during my time on the aforementioned e-sports security team. This anti-cheat employed various unique methods to detect cheaters playing at high levels of competitive play. Despite the limitations of a third party, unsupported anti-cheat used for league purposes, the anti-cheat was highly successful at detecting cheaters where the game's official anti-cheat fell short.

Server-Side Anti-Cheat for Counter-Strike: Global Offensive   Oct 2019
Developed a server-side anti-cheat solution employing various methods of detecting cheaters, but primarily focusing on the creation of a unique method to detect previously banned cheaters who were attempting to evade their bans. A very successful solution was implemented to be able to detect these individuals across accounts, and even through various IP addresses with no client-side component whatsoever.

Languages

Proficient: C++, C.   **Experienced:** C#, Java, Javascript.   **Other Tools:** Git, Subversion, Postman.

Additional Achievements and Community Involvement

- **ICPC Regionals Division 2 (2020) –** Achieved 1st place in Adelaide, Australia with team 'Nameless', and 8th place in Australia overall.
- **Orientation Week Volunteer (2021) –** Participated in training and volunteering in The University of Adelaide's Orientation Week, working at the info booth to provide new students with answers to any questions they may have had.
- **Discord Manager / Events Support for the Open Source Collective (2020) –** The Open Source Collective is a computer science/engineering club at The University of Adelaide, and during 2020 it was my role in the club to manage their Discord server, which is home to more than 2000 members. I frequently made and ran workshops designed to help fellow students with programming in C++, C and MATLAB.