

Curriculum Vitae

Apollon Anastasios Gaitanos

Personal Information

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Date of birth: 19th March 2001

Professional Experience

AI & Quality Assurance Specialist in Game Design & Advertising **Oct. 2025 - Today**

IXOR Digital

- RAG-powered domain-specific AI agent
- AI-powered poster generation pipeline with Generative AI
- Prompt engineering for video and image generation (Kling, Nano banana Pro, etc.)

Data Entry Agent & SEO Assistant **Jun. 2024 – Sep. 2025**
Pharm24.gr - Online Pharmacy, Lakonia

Digital Skills

AI agent development
Prompt engineering
Linux
Basic knowledge of Unity Engine
Basic knowledge of Godot Engine
Game design

Programming Languages

C
Python
Java
HTML, CSS, JavaScript
SQL

Projects

Home Lab **2025-2026**
- Personal Cloud Self-hosted website

Digital Recipe Cookbook with AI features **2025-2026**
- AI recipe import from URL, on-demand recipe generation, and ingredient-based suggestions
- AI Chef Assistant chatbot for real-time culinary advice
- AI-powered recipe translation and enhancement

Certifications

Introduction to Linux (LFS101) (Linux Foundation)	On-going
Game Design: Art and Concepts (California Institute of Arts)	2025
Introduction to web development with HTML5, CSS3, JavaScript (mathesis.cup.gr)	2020
- <u>Related Project:</u> Website creation using HTML, CSS, JavaScript	
5G in our society (University of Peloponnese)	2019
Introduction to Python (mathesis.cup.gr)	2017
Robotics and Python (NGO "Apostoli")	2016

Training Programs

Learn Gamedev From Zero with Godot 4 GDQuest	On-going
Cyber Security Training Program TryHackMe	On-going
Computer Science 50 program (CS50) Harvard University <i>Harvard's flagship programming course covering algorithms, data structures, abstraction, encapsulation, security, and web development.</i>	2025
Intro to Game Development with Unity Zenva Academy - Zenva Pty Ltd	2022
- <u>Related Project:</u> 2D Mini Platformer Game in Unity	
Complete Unity 3D Developer: Unity 2020.1 GameDev.tv	2020

Education

Department of Digital Systems University of the Peloponnese	2019 – 2021
Projects executed:	
- <u>Related Project:</u> Terminal Based Super Mario Platform Generation	

Foreign Languages

English (C2 level)