Iason Koukas

Senior software engineer

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I build complete software products, from the backend to the app store, and keep them running in production: AI-native backends, cross-platform mobile games, and the systems that operate them. Designed, built, shipped and maintained end to end, on the App Store and Google Play since 2016, with over 850,000 downloads of my apps on both stores.

Long-term remote work, part time · About 25 hours a week · A written report every week · English or Greek

SERVICES

Unity mobile maintenance and store compliance

Engine and SDK upgrades, ads, consent and in-app purchases, Play Billing and StoreKit changes, crash fixes and store releases for published Unity games.

LLM features in existing products

Retrieval over your own data with embeddings and pgvector, routing across providers with failover, prompt caching and cost accounting, and evaluation harnesses.

AI-assisted development practice

Setting up a team's work with AI coding agents such as Claude Code: written conventions and project memory, checks on every change, and review before anything ships.

EXPERIENCE

2023 – now

Tale Crafting, an AI story game for iOS and Android

A mobile role-playing game where every turn is written live by language models, narrated, illustrated and scored with music, live on both stores since mid-2026: designed, built, deployed and operated alone.

- **Story memory engine.** Five overlapping mechanisms (vector retrieval over pgvector, hierarchical summaries, a continuously rewritten world bible) keep characters, places and promises consistent past 400 turns.
- **Model routing and failover.** A routing table over about twenty models from a dozen providers picks by capability, maturity rating and price, prices every turn, and fails over when a provider goes down.
- **Production backend.** FastAPI and async SQLAlchemy on Postgres, with deadlock-free ordered locking, optimistic concurrency, an incremental sync protocol, scheduled background jobs and a maintenance gate.
- **Commerce and media.** Credits economy with per-turn cost accounting, Apple and Google purchases with server notifications, narration voices, generated artwork, and music matched from a library of about 1,700 tracks.
- **Operations.** Docker on a single droplet behind Cloudflare and nginx, with daily backups, certificate renewal, crash reporting and usage analytics. Unity client in 13 languages.

`155K` lines of hand-written code `~20` AI models behind one router `13` languages

2013 – now

Independent developer

Started with a daily online crossword, later rebuilt offline, followed by an English edition and Sokoban on Android. Then a first version of Lexosynthesis, Kid Beowulf, Wheel of Words and Percent on both stores, and later a complete rebuild of Lexosynthesis.

- **Shared Unity infrastructure.** Five Unity apps share a common layer (purchases, ads, consent, audio, dialogs, analytics) that I built and maintain across all of them; three more are native Android apps, kept current with platform and store requirements.

- **Wheel of Words**, a Greek word game: over 500,000 downloads on Google Play, rated 4.3 from more than 7,000 reviews.
- **Lexosynthesis**, a word puzzle in English and Greek: fair global competition with no server, eight leagues, 54 achievements, a small scripting language for tutorials.
- **Percent**, a Greek survey quiz: 400 levels and 1,200 questions, half created with an AI-assisted pipeline; over 100,000 downloads on Google Play.
- **Kid Beowulf**, a licensed comic and match-3 game, back on both stores in 2026: moved to Unity 6 and redesigned with the comic's author.
- **Greek Crosswords, Crossword Challenges and Sokoban**, native Android apps modernized to current Android, with an own grid generator.

2009 – 2012

Software engineer, Satways

Geospatial command-and-control software in Java, used by the fire service, police and emergency medical services. I owned whole modules end to end: a semi-automated reporting tool, a rich-text mail client for messaging inside the platform, a SIP softphone integrated with the call centre, a live grid of camera feeds, and the console that handles every incoming alarm.

SKILLS

C# Python Java C SQL also C++, MATLAB

BACKEND

Python, FastAPI, asyncio
SQLAlchemy 2, Alembic
Postgres, pgvector
MinIO, S3 APIs
Docker, nginx, Cloudflare

APPLIED AI

Multi-provider routing and failover
Retrieval and embeddings
Prompt caching, cost models
Speech and image generation
Evaluation harnesses

MOBILE

Unity, C#
Native Android, Java, Gradle
StoreKit 2, Play Billing
AdMob, consent, Firebase
Cloud builds, TestFlight

PRACTICE

Architecture and data design
Release and store compliance
Legacy modernization
Technical writing
AI-directed development

EDUCATION

2008 – 2010

Master's, University of Thessaly

Science and Technology of Computers, Telecommunications and Networks, with distinction (over 9/10), completed while working, within doctoral research on computer-aided optimization of circuit design.

2007

Diploma in Computer and Communication Engineering

Five-year engineering degree, University of Thessaly, Volos.

LANGUAGES

Greek	Native
English	Near-native reading and writing, fluent speaking; Oxford Advanced Proficiency in English

Figures come from measurements of the codebases and the store listings, September 2026. Portfolio: ikoukas.com