

Nikos Laskaridis - Developer with over four decades of experience across games, multimedia, web and mobile applications.

I started developing games in the 1980s on the Amstrad CPC, creating *Sea Warrior*, one of the most acclaimed Greek games of its time. During the multimedia era of the 1990s, I developed educational titles and interactive applications in collaboration with institutions including the Foundation of the Hellenic World, the City of Athens, the State Historical Museum in Moscow and Doukas School.

In the 2000s I moved into web development, creating projects for major Greek artists (Protopsalti, Portokaloglou, Kotsiras, Vandi, Sfakianakis, Famelos, Alexiou and more), cultural institutions (ELIA, Museum of Cycladic Art and more), hotels (Belvedere Mykonos, Rocabella Santorini and more) and businesses. I later returned to games with Facebook titles, including *Παιχνίδι Γνώσης*, a Greek trivia game that reached more than 500,000 players.

From 2014 to 2026, I was the lead developer of the MarineTraffic mobile app, helping it grow to more than 20 million downloads and a 4.8 store rating, while developing innovative features including Augmented Reality.

Today I'm back where I started: making games. My latest project is «**Τι μου λέτε!**», an original Greek mobile trivia game for iOS and Android, built around thousands of original questions, varied game modes, multiplayer duels and a healthy dose of Greek humor.

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