



Constantinos Constantinou

Nicosia, Cyprus

+357 99726786

constaantinos@gmail.com

<https://www.linkedin.com/in/constantinos-constantinou>

<https://constantinouc.com>

SUMMARY

Studio Leader and **Product Owner** with **over 10 years** of **experience** in the mobile gaming industry, passionate about building great games and growing teams. I've worked across **product development**, **studio operations**, and **business strategy**, with **hands-on development** experience and **hands-off strategic leadership**.

I understand what players want, how to turn ideas into engaging games, and how to scale what works.

Currently **CEO & Co-Founder** of Dizzy Ants, leading the launch of innovative mobile games and forging **strategic partnerships**.

Previously served as **Head of Game Studio** and **Management Board Member** at Qiiwi Games AB, where I **scaled** the Cyprus studio **from 6 to 50 people** and oversaw the development of high-performing titles with **over 40 million installs**.

EXPERIENCE

Dizzy Ants Ltd

CEO & Co-Founder

2024 - Present

Lead **strategy** and execution at a mobile gaming startup, from concept to live operations. Secure **partnerships** and drive **product development** using a **data-driven**, lean **approach**.

- Handled **budgeting** and **operational planning**
- Launched **3 mobile games** and built a lean, high-performing team of 3 people
- Secured **deals with 3 publishers** to support UA, monetization, and market reach
- Conducted **market** and **competitor analysis** to drive product direction
- Set company roadmap, defined KPIs, and tracked performance toward goals

Qiiwi Games AB

Head of Game Studio in Cyprus / Management Board Member

2016 - 2024

Led the Cyprus studio and helped **scale the team from 6 to 50 employees** while serving on the management board.

- Oversaw **studio growth**, operations, hiring, and team performance
- Set up onboarding and **training programs**
- **Optimized processes** to boost efficiency and delivery speed
- Analyzed **KPIs** (e.g., retention, ARPU, LTV) across multiple games
- Worked closely with Product, Tech, Design, BI, and other teams to align with company goals
- Managed Cyprus office **budgets and project forecasts**
- Built **partnerships with universities** to attract talent and grow brand awareness

Frogsy Gaming Studio Ltd

Project Manager 2016

- Led a **15-person team** on a single game project and task management
- Defined project requirements and timelines, ensuring **on-time delivery** aligned with business objectives

Lead Backend Developer 2014 - 2016

- **Led a team of 2 people** in backend tasks, established deadlines, and defined requirements
- **Researched new technologies** related to backend APIs associated with the mobile gaming industry, such as Firebase and Amazon Web Services

Backend Developer 2013 - 2014

- Worked with technologies such as **SQL, NoSQL, and JavaScript** to achieve cross-platform user data synchronization (Android and iOS devices)

Chrises Eukairies Ltd

Web Administrator 2011 - 2013

- Created and optimized the company's website and developed and integrated new components using **PHP**

EDUCATION

MSc in Advanced Information Technologies 2011 - 2013

University of Cyprus, Cyprus

BSc in Applied Informatics 2007 - 2011

University of Macedonia, Greece

COMPUTER SKILLS

Jira, YouTrack, Confluence, Miro, Tableau

LANGUAGES

Greek - Native

English - Professional