# Justinas Baskys, Software Developer

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Having recently obtained a Bsc Honours degree in Computer Game Development, I'm looking for a team that I can infuse with my knowledge, passion and love for software development. After living in the UK for 10 years, I've mastered the language and overcome quite a few challenges, now it's time to find the ideal company to work for and grow my skillset. During my time at university I've gained experience in being an effective team player, planning & managing deadlines, methodologies, version control, testing and working with various tools to implement mechanics, animation & assets as well as anything else that might need to be created on the go - for this reason I can offer a decent amount of versatility for any team. More recently I've been leaning into full-stack development with my main tools being React, Next.js, JavaScript, TypeScript, Tailwind CSS, ASP.NET and so far I've been really enjoying great results and could definitely see myself as a full-stack developer.

## Education

**University of Westminster** - BSc (Hons) Computer Games Development, 2019-2023.

During my time at westminster I was a hard-working student and really enjoyed the content we were taught which included all stages of the game development lifecycle with a focus on programming & technical knowledge of industry standard software. My specialty became C# and Unity, having also worked on projects using Unreal Engine 4 (Blueprints), C++, Monogame Pipeline, SwiftUI (iOS), web development using HTML, CSS & JavaScript. I also have experience working with Maya, 3DS Max, Aseprite (2D) and Photoshop. I learned a vast amount of theory & created functionality relating for game design, methodologies, graphics programming, AI & pathfinding, Physics & other algorithm implementation, networking for games, business analysis & many more.

**Evesham College** - Level 3 IT Extended Diploma and Level 3 Creative Media Production 90 Credit Diploma, 2016-2019

During the IT course I gained a vast amount of entry knowledge in programming & theory about computers, networks as well as developing simple websites and applications using Java, Visual Basic, PHP & SQL and HMTL & CSS. During the Creative Media Production course designed games, drawn art, created assets & animation using Maya and worked on a couple of projects including using Unreal Engine 4.

## Work Experience

**Pers Hotell/Casa Nostra** - Waiter/bartender in a hotel restaurant & bar in Norway
06/2023-09/2023 Full-time;
**IDL** - Steel-fixer/construction worker at multiple locations in London
05/2022-09/2022 Full-time;
**Day & Night** - Kitchen Porter in a busy restaurant in London
06/2021-10/2021 Full-time;