

# Aleksis Bojaruns

*Enjoy seeing words and digits become games*

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[GitHub](#)

[LinkedIn](#)

A results-orientated and eager gameplay programmer pursuing a career in the videogaming industry. A proven track record of achieving high results while enrolled in a Game Technology and Entertainment program, becoming proficient in both programming and game design.

## Education

Nord University (Norway): Games and Entertainment Technology (August 2022 - June 2025)

## Project Roles

### Gameplay programmer - Life Under Pressure

[Trailer Link](#)

- Tackled coding tasks translating game design into essential gameplay features by analyzing requests to define game's core aspects.
- Optimized code to meet the required minimal 60 fps for a game where thousands of dynamic entities persist simultaneously.

### Gameplay Programmer - Riftstalkers

[Trailer Link](#)

- Acquired solid capabilities in working on AR/VR projects by developing and optimizing gameplay mechanics, creating responsive interactions within framework.
- Integrated AR/VR features for a smooth player experience on Meta Quest 3 devices, collaborating closely with cross-functional teams.

### Lead Programmer - Con-Quest

[Trailer Link](#)

- Successfully mastered the art of programming within 3D games using Unity engine being responsible for technical side of the shipped product.
- Created and supported a smooth and flowing communication between programming and design teams to create fun gameplay.

### Lead Programmer - Fowleri N43-GL

[Trailer Link](#)

- Implemented in-game user interface for every aspect of the game cooperating with UI designer to create intuitive and visually appealing UI elements.
- Made a significant contribution to the design of the game, emphasizing the construction of strong and effective code structures.

## Skills Summary

- Strong English proficiency with a sharp ability to transmit ideas clearly using various means of communication
- Confident about interacting with multidisciplinary groups, encouraging teamwork
- Able to adapt and remain persistent during times of changing objectives
- Skilled in handling risks, time management, and organizing tasks
- Great at switching between a variety of tasks, responsibilities, and challenges with ease

## Software Expertise

Unity Engine & Unreal Engine, Maya & Blender, C# & C++, FMOD, Photoshop, GitHub

## Personal Interests

Game Jamming && Replaying childhood games && Finding out software's new features

Participating in competitions && Volunteering at game conferences && Observing nature

## Other

[Project Portfolio Link](#)