

# PERSONAL INFO

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📥 4 October 1998

Latvia, Riga, Nīcgales iela 46

### **SKILLS**

Communication

Programming (C#)

**Unity Engine** 

WEB (HTML, CSS, JS)

3D Asset creation

Android app creation

Microsoft Office

# **LANGUAGES**

Russian

English

Latvian

# **INTERESTS**

Video game industry

Music, Movies, Art

Sport activities

# Aleksandrs Baranovskis

# **EDUCATION**

#### SECONDARY EDUCATION

2005-2012 Riga S.Zholtok Secondary School (zoltoka-vsk.lv) 2012-2017 Riga Secondary School 22 (r22vsk.lv)

#### BACHELOR DEGREE OF INFORMATION TECHNOLOGY

2017 - present Riga Technical University (rtu.lv)

## COURSES

#### **PROGRAMMING COURSE**

2010 -2016 SIA "Progmeistars" (progmeistars.lv)

#### **UDEMY COURSES**

Blender 2.81 - Substance painter - Sci fi asset creation (*Julien Deville Formateur et graphiste 3d*)

The Web Developer Bootcamp 2022 (Colt Steele)

# **EXPERIENCES**

#### FREELANCE GRAPHIC ARTIST

#### 2015 - present Steam Workshop

Making weapon skins for Counter-Strike Global Offensive, Rust, Team Fortress 2 and Unturned through the Steam Workshop. 12 my skins have been featured as official content for Unturned, 3 for Rust, 1 for CSGO. (steamcommunity.com/id/anubisdunk/myworkshopfiles)

#### **INDIE GAME DEVELOPER**

#### 2018 - 2019 Overclocker - The Game

Created mobile game and deployed on Google Play (removed) 2020 - present

Participating in several Mini Game Jams trying myself in game development.(anubisdunk.itch.io)

#### ANDROID APP DEVELOPER

#### 2020 - 2021 Virtual Hand Sanitizer

Fun app I made with my friend, which reached over 350k downloads (play.google.com/store/apps/details?id=com.lcit.handsanitizer) 2020 ECheque

Receipt scanning app using OCR

(github.com/LongiceteaCat/ECheque)

# SOFTWARE

Blender, Substance Painter, Photoshop, Unity, Android Studio, Marmoset Toolbag 4, Substance Designer, Zbrush, Aseprite