



Aleksandrs Baranovskis

PERSONAL INFO

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4 October 1998
Latvia, Riga, Nīcgales iela 46
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SKILLS

Communication

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

EDUCATION

SECONDARY EDUCATION

2005-2012 Riga S.Zholtok Secondary School
2012-2017 Riga Secondary School 22

BACHELOR DEGREE OF INFORMATION TECHNOLOGY

2017 - present Riga Technical University

COURSES

PROGRAMMING COURSE

2010 -2016 SIA "Progmeistars"

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. Some my skins have been featured as official content for these games (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)

SOFTWARE

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