



Aleksandrs Baranovskis

PERSONAL INFO

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SKILLS

Communication	<div style="width: 80%;"></div>
Unity Engine	<div style="width: 70%;"></div>
WEB (HTML,CSS,JS)	<div style="width: 60%;"></div>
3D Asset creation	<div style="width: 50%;"></div>
Android app creation	<div style="width: 40%;"></div>
Microsoft Office	<div style="width: 30%;"></div>

LANGUAGES

Russian	<div style="width: 80%;"></div>
English	<div style="width: 70%;"></div>
Latvian	<div style="width: 60%;"></div>

INTERESTS

Video game industry	<div style="width: 80%;"></div>
Music, Movies, Art	<div style="width: 70%;"></div>
Sport activities	<div style="width: 60%;"></div>

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