Benas Budrys

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ABOUT ME

I started my software development journey by wanting to create video games. Over time this interest evolved into a passion for computer science and programming. Since then, I have worked with different types of programming languages, frameworks and applied my skills in practice whilst developing personal projects, participating in game jams and competitive programming Olympiads. My personal goal while coding is to write readable, easily maintainable, universal and reusable code. Although sometimes hard to achieve, I find that this mentality allows me to grow and learn as a developer and an individual the most. Outside of computer science, I like listening to hip hop, playing basketball and maintaining a fit and healthy lifestyle.

Personal values: Growth, Challenge, Openness, Genuineness, Purpose

EDUCATION

- **Vilnius University**
  Bachelor of Computing - Software Engineering
  Vilnius, Lithuania
  2021 – present

- **University of Warwick**
  Master of Engineering (MEng) - Computer Science
  Coventry, England
  2020 – 2020

- **Mažeikiai Gabija gymnasium**
  Grade (year 12): 9.83/10
  Mažeikiai, Lithuania
  2016 – 2020
  100 in: *Physics, Information technology, Mathematics, English*

SKILLS SUMMARY

- **Languages**:   C#, JavaScript/TypeScript, C++, HTML/CSS/Sass
- **Frameworks**:   .NET, NodeJS, React, Gatsby, MonoGame
- **Tools**:   Unity, Git, MySQL, npm, VS/VSCode, YouTrack
- **Soft Skills**:   Task and time management, Documentation, Ability to quickly gather, understand and apply new information

EXPERIENCE

- **Bankera**
  Front End developer (Full-time until Sep 2021, Part-time since)
  Remote
  Dec 2020 - present
  - **Fintech related landing pages**: Gatsby
  - **Blog**: Gatsby, Strapi
  - **CI/CD**: Deployment pipelines, Docker, GitLab
  - **Mailer service**: NodeJS

- **Bankera**
  Front End developer (Part-time)
  Remote
  Sep 2020 - Dec 2020
  - **Fintech related landing pages**: CRA
  - **Blog**: MDX based

NOTABLE PERSONAL PROJECTS

- **Bx2 Blog**: A blog where I post about software, hardware, technologies and personal insights, ideas and experiments.
  2021
  Website, Repository
  Tech: TypeScript, Webpack, Sass, MDX, Jest

- **Programming Problems Testing System**: A system/website which automates testing of programming challenges/problems (similar to codeforces or codewars).
  2019 – 2020
  Demo, Repository, Analysis paper (in Lithuanian)
  Tech: ASP.NET Core, MySQL, C/C++, Bootstrap

- **LED Matrix Generator**: Helps to create LED matrix graphics for arduino/engineering projects.
  2018
  Repository
  Tech: .NET, WPF, JSON

- **Orbur**: Control a robot by creating Scratch-like sequences of commands and improve your logic and programming skills.
  2018
  Repository
  Tech: C#, Unity

- **Powerless Miner**: A video game made for the Ludum Dare 39 game jam (the theme was "Running out of Power").
  2017
  Website, Repository, Game jam entry
  Tech: C#, Unity