Maikls Zaļkalns

Software Engineer

👤 Profile

Open-minded, growth and improvement seeker

💼 Experience

PHP Developer at Sabre Games

February 2023 — May 2023

- Worked with PHP8
- Created small application that randomly generates NFT images from smaller rendered buildings and prop pictures. Each image had JSON that contains information about the image

Full Stack Developer at MaxTraffic

April 2022 — January 2023

- Worked with Laravel 8 and Vue.js 2
- Improved, fixed and added new features to application following Domain Driven Design approach
- Added Health Check for application
- Wrote PHPUnit tests
- Created REST Api
- Worked with YAML

Game Developer at Grey Wolf Entertainment

April 2022 — Present

- Small Indie Game Studio where I'm working/improving my skill sets in Unity, C#, algorithms, management and much more related with programming and project management. This is my own project where I'm working in my free time.
- Mergin pull requests
- Creating tools for Artists
- Programming gameplay logic
- Working with audio
- Creating configs

🎓 Education

Electronics, Rigas Tehniska koledža, Latvia Riga

September 2017 — June 2021

Diploma of third level professional higher education

🎓 Courses

CodinGame Certification - PHP

March 2022

Unity Programmer, Unity

October 2021

Details

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Riga
Latvia
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Links

www.linkedin.com/in/maikls-zalkalns/
www.github.com/Casher1no

Skills

PHP

Laravel

PHPUnit

JavaScript

Vue.js

Domai Driven Design

C#

Unity 3D

Languages

Latvian

English

Russian