

# Justina Reingardtaitė

+44 (0) 7427664211  
[justite.mail@gmail.com](mailto:justite.mail@gmail.com)

## Technologies:

- **Javascript** (CreateJS tools, Greensock plugins, three.js, D3.js, jQuery, vue.js framework, Node.js)
- **Python** (Flask framework, Jinja2 templates, scripting for Maya and Houdini)
- **HTML5/CSS3**
- **C++** (within Maya API)
- raw SQL, SQLAlchemy for Python, Sequilize for Node.js

## Systems/Platforms:

- Git (GitHub, Bitbucket)
- SVN (Versions)
- Terminal commands
- Heroku
- DoubleClick Platform
- Adobe Campaign Manager
- Windows/Mac/Linux

## Creative Tools:

- Adobe Creative Suite (Photoshop, Illustrator, InDesign, Premier Pro, After Effects, Acrobat Pro)
- Maya (3D assets)
- Houdini (visual effects)
- Nuke (compositing)

## Enjoying:

- Research
- Problem Solving
- Clean and optimised coding
- Computer Graphics
- Healthy lifestyle/yoga

## CREATIVE DEVELOPER

09.2017 - present FRACTALA, London

[www.fractala.com](http://www.fractala.com)

Operating as a limited company and offering following services:

- Web application design and development (User Interface, Database, Backend logic).
- Website/Microsite/Email design and developemt.
- Interactive/animated/static online ad creatives (rich media) for Doubleclick.
- 2D/3D visualisation: image compositing, processing, retouching, resizing; video editing; 3D asset creation; visual effect simulations.
- Pipeline tool development (plug-ins, content management tools, automation scripts, templates)

## PREVIOUS EXPERIENCE

### SENIOR DIGITAL DEVELOPER

09.2014 - 12.2017 SCHAWK!, London

Developed interactive and animated HTML5 ad banners and templating solutions to minimize production times and automate ad distribution online. Responsible for the complete cycle of ad campaign development including briefing, development, asset preparation, DoubleClick setup, testing and publishing. As a senior I had been overseeing the team of 14 developers and leading new projects, supported and consulted the accounts team. Prepared trainings, documentations, presentations for stakeholders, test and interviews for new recruits. *Client: Sky.*

### WEB DEVELOPER

01.2014 - 08.2014 24SQ, London

Front-end and back-end maintenance and updates to existing client websites. Developed landing pages, email campaigns, e-shops, interactive online presentations, webpage features and interface.

### UI & TEMPLATE DEVELOPER

02.2013 - 01.2014 Adgistics, London

Rebuilt client artworks as interactive web templates later used to generate different variations of email campaigns. Also, worked in Agile development environment within the integration team to adapt the company's core product (branding management system) to new and existing client branding and requirements.

### LABORATORY ASSISTANT

01.2005 - 06.2005 Physics Institute, Lithuania

Maintained control software of the laboratory's calibration instrument. Built application software to produce reports from measurements taken on the laboratory equipment.

### SOFTWARE ENGINEER

07.2004 - 08.2004 State Forest Enterprise, Lithuania

Participated in modernising in-house accounting system of the largest forestry company in Lithuania. Designed and created database to record daily operations and costs. Built application software to track resource utilization, to produce reports and payrolls.

## EDUCATION

### BA (HONS) COMPUTER VISUALIZATION AND ANIMATION

09.2009 – 06.2012 NCCA, Bournemouth University

Developed technical and creative skills in moving image production, 3D animation and game development. Created 3D animation in Maya and Houdini, compositing projects with Nuke, programming projects using C++ combined with Maya API, scripting using Python and Mel. Practical aspects of the course included collaborative animation and individually-chosen specialist projects in areas of personal interest such as programming and applied maths for computer graphics, plug-in development for 3D software.

### BARCHERLOR DEGREE IN INFORMATICS

09.2002 – 06.2006 Vilnius University, Lithuania

Developed software engineering skills: project planning, requirement analysis and specifications, software design and development. Learnt object-orientated programming in Java, C/C++ fundamentals, application development in Visual Basic. Practical aspects of the course involved various programming projects: algorithm implementations and analysis; problem-based projects searching for optimized solutions; database scheme design; data visualisation; solving encryptions; graph visualisation and analysis; building virtual machines, logic games, image processing tools.