



OSKARS KAPTEINIS

PASSIONATE UNITY DEVELOPER

THE COMFORT ZONE IS THE WORST PLACE TO BE!

Estoty- Unity & C# Developer

May 2024 - Mar 2025

Worked on the games "Bad Bunny" and "Age of Sails", focusing heavily on backend development. Integrated Nakama and Unity to implement server-side game.

- Nakama Server API Integration
- Backend System Development
- Package Development
- Zenject

ShipProjects - Unity & C# Developer

May 2023 - May 2023

Worked on Vessel Performance Monitoring System (Periscope) and Digital Twin project.

- Backend Development (TypeScript, Node.js)
- Embedded Systems (Developing ship-based servers)
- IoT & Sensor Integration

Digital Twin

- Backend Systems Development
- Unity & C# Development
- Custom Maintenance System

Prime Peaks, Sigulda - Unity Developer

August 2021 - December 2022

- Unity UI
- skin, and livery system backend system and UI
- Scriptable object saving system
- Unity animator
- Manual game testing (finding/fixing bugs)

Worked with the main game Prime Peaks.

Codelex, Riga —Software Developer

March 2021 - August 2021

Intensive software development course.

Course contents:

- Git
- C#
- .NET
- Relational Databases & SQL
- HTTP & Web API Basics
- Unit Testing
- HTML & CSS, TypeScript & NodeJS basics

SKILLS

Unity

C#

Git

.NET

TypeScript

Relational Databases & SQL

HTTP & Web API Basics

Unit Testing

HTML & CSS, TypeScript &
NodeJS basics

LANGUAGES

Latvian - native language

English - very good

EDUCATION

VENTSPILS AUGSTSKOLA
COMPUTER PROGRAMMING
(UNFINISHED).
2019-2021

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