



# OSKARS KAPTEINIS

## PASSIONATE UNITY DEVELOPER

THE COMFORT ZONE IS THE WORST PLACE TO BE!

## 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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<https://github.com/Odze>

### Spinwise - Unity & C# Developer

June 2025 - September 2025

- Nakama Server Development (Typescript)
- VContainer (Dependency Injection)
- Unity & Backend Integration

### 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

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

# Game projects

## Leaf Sweeper

Hyper-casual project with international friends.

Leaf Sweeper features:

- Simple gameplay
- Driving satisfaction by cleaning
- Vehicle upgrade system to help you clear everything

My responsibilities:

- Create UI
- Create simple saving systems
- Grass stack growing feature (+ animation of collecting leaf)
- Create particle system for dumper.
- Most backend systems made by me

Gameplay video : <https://www.youtube.com/shorts/UOSMZDxpMKA>



## Puzzle Game

The goal of the project was to learn how to use state machine pattern.

Game Idea :

The idea is to get Player to the exit without him being eaten by the Enemy (the black circle). For each move that Player makes, the Enemy makes two moves. He always tries to get closer to Player. If he can move one square horizontally and get closer, he will do that. If he can't move horizontally, then he will try to move vertically.

Game link - <https://odze.itch.io/puzzle-game>

Github - <https://github.com/Odze/PuzzleGame>

