OSKARS KAPTEINIS

PASSIONATE UNITY DEVELOPER
THE COMFORT ZONE IS THE WORST PLACE TO BE!

SKILLS

Unity

C#

Git

Sourcetree

.NET

Relational Databases & SQL

HTTP & Web API Basics

Unit Testing

HTML & CSS, TypeScript & NodeJS basics

LANGUAGES

Latvian - native language

English - very good

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https://github.com/Odze

ShipProjects - Unity & C# Developer
 June 2023 - Present

- Small team and project management
- Project architecture
- SqLite database
- TypeScript

Creating digital twin project for company. using Unity Engine.
Leading team of 3 developers,

PICHE Ltd - C# Developer
December 2022 - June 2023

- Tekla Api
- .NET Framework
- WPF
- Moq

Developing custom solutions for structural engineering job optimization

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

EDUCATION

Ventspils Augstskola
Computer Programming/Programmer, General (Unfinished)