

Oskaras Margevicius

Computer Games Developer

I am a Computer Games Development student at Staffordshire University with C++ and C# skills through Visual Studio, Unity, and Unreal Engine 5. I have experience building 2D game frameworks, making 3D game prototypes and developing existing games with additions such as new mechanics. Through my background in 3D modelling with Blender and graphic design with Adobe, I can produce a variety of assets, from menus and logos to procedurally generated worlds with textures.

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📍 Stoke-on-Trent

📄 oskarasm.github.io

EDUCATION

BSc (Hons) Computer Games Development Staffordshire University

09/2022 - 06/2025

Stoke-on-Trent, England

A-Level

Carshalton Boys Sports College Sixth Form

09/2020 - 07/2022

London, England

Courses

- Physics (D)
- Product Design (B)
- IT (D*)

GCSE

Carshalton Boys Sports College

09/2015 - 07/2020

London, England

Courses

- Mathematics (7)
- Product Design (7)
- English (6)
- Graphic Design (D)
- Physics (7)
- Computer Science (6)

WORK EXPERIENCE

Barista

Caffé Nero

11/2021 - Present

Achievements/Tasks

- crafting drinks to standards and customer requirements
- restocking products and cleaning facilities
- coffee equipment maintenance
- customer service

Referee : Monika Ball - 07824731397

Tennis Coach Assistant

Sutton Tennis Academy

11/2021 - 10/2022

Achievements/Tasks

- organisation and delivery of tennis programmes
- running social events and tournaments
- tennis equipment maintenance
- promoting tennis programmes
- briefing sessions and events
- health and safety standards

Referee : Andrew Jeffery - 07985608763

SKILLS

C++ Programming

C# Programming

Visual Studio

Microsoft Office

Adobe Photoshop

Adobe Illustrator

Blender

Computer Maintenance

Vegas Pro

PERSONAL PROJECTS

Computer Building & Optimisation (11/2015 - Present)

- I've built over ten and optimised countless computers. The process consisted of ordering parts, assembly, installing OS and setup, while optimisation would entail cache clearing, installing drivers, optimising OS settings, adjusting virtual memory, updating bios and more.

Katana (07/2019 - 09/2020)

- Designing and forging a katana has developed my creativity and workshop skills. First, I built my own forge from leftover parts, heat-resistant bricks, coal and old vacuums. I researched the health and safety regulations for tools such as the angle grinder, which I then used to sand and polish the katana, forged from leaf spring suspensions.

Pneumatic Gun (07/2018 - 09/2019)

- Using the paintball gun as my model, I used an old fire extinguisher as the compressed air tank, a store-bought tube to fit airsoft bullets and a tyre inflator to display PSI and act as a trigger. I connected everything to a custom-cut wooden body, resulting in a functional, fun and educative project.

CERTIFICATES

LTA Tennis Assistant (07/2021 - 09/2021)

Qualification acquired at the National Tennis Centre venue.

Barista of the Year (04/2022 - 05/2022)

This is an area competition held by Caffé Nero where I was able to qualify as one of four finalists from 11 stores.

LANGUAGES

English

Native or Bilingual Proficiency

Lithuanian

Native or Bilingual Proficiency

Russian

Professional Working Proficiency

INTERESTS

Gaming

Sports

Coaching

Travelling