Paulius Abromavicius

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EDUCATION

2020–2024 The University of Northumbria
BEng (Hons) Computer Science WITH Games Development
Second Class Honours, Lower Division

- **Professionalism**: Successfully led a 4-person project with a tight deadline, working collaboratively to meet the client's specific needs. Coordinated weekly meetings with the client to gather requirements and provide progress updates, as well as with team members to set weekly objectives and ensure timely completion of tasks. Demonstrated strong time management, communication, and client-focused problem-solving skills to deliver the project on schedule.
- **User Interface/User Experience**: Conducted multiple user studies during the bachelor's thesis and various projects, focusing on games, applications, and websites. These studies involved usability testing, gathering and analysing feedback, as well as implementing improvements to optimize user engagement and satisfaction. Demonstrated proficiency in evaluating UI/UX elements and translating user needs into actionable design enhancements.
- **JavaScript Proficiency**: Experienced in building dynamic and interactive web applications using JavaScript, including frameworks like React, Svelte.
- **Version Control**: Proficient in using Git for version control, collaborating effectively in team environments, and managing codebases with tools like GitHub or GitLab.

2017–2020 "Nikalojos Kazakovos" computer school
- Completed a comprehensive 3-year computer programming course, covering multiple programming languages and software development principles.
- Designed and implemented custom programs as part of hands-on projects.
- Achieved a diploma certifying successful completion of the program.

POSITIONS & RESPONSIBILITIES

2020–2020 University of Northumbria Volleyball
Captain

- Successfully led a team of 14 players in competitive volleyball matches, demonstrating strong decision-making, strategic analysis, and the ability to boost team morale under pressure. Served as the core player, ensuring the team's performance and strategy were effectively executed, contributing to overall success.

2022–2024 University of Northumbria Volleyball
Premier League player
- Played as a core team member in one of the UK's top volleyball leagues, demonstrating high-level athleticism and teamwork.
- Won the 2023 Volleyball England Student Cup, showcasing excellence in competitive play at the national level.

ADDITIONAL SKILLS

- **IT:** Proficient in Svelte, React.js, JavaScript, C++, C#, HTML, Java, and SQL, gained through academic coursework at Northumbria University and independent learning.
- **Game development:** Proficient in **Unreal Engine 4**, using **C++** for game development. Created immersive environments, implemented gameplay mechanics, and optimized performance for various platforms. Experience in utilizing **C++** for object-oriented programming within a game development context.

LANGUAGES: Lithuanian – Native; English – Professional.

INTERESTS AND ACTIVITIES

My main activities are Volleyball and personal projects. But I do enjoy experiencing new things and technologies. Used to do music and dancing.