RIMANTAS JANUŠKEVIČIUS

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INTRODUCTION

I am a student, currently looking for my first job or internship. I am friendly, responsible and inquisitive. I am also a focused person, which means that when i decide to take up a new activity I give it my all. I am motivated to start working, gain experience and meet new people.

EDUCATION

Vilnius University, Faculty of Mathematics and Informatics   *2018 - 2022*
Software Engineering bachelor (4th year)

Programming subjects: Procedural (C), Object-Oriented (Java), Functional (Haskell), Logical (ProLog), Parallel (C++), Web (HTML, CSS, JS)
Other relevant subjects: Computer Architecture (x86 Assembly), Deep Learning, Cryptography, Database Management Systems, Computer networks

TECHNICAL SKILLS

Languages: Lithuanian, English
Proficient: C++, Python, Git & GitHub
Novice: C, C#, .NET, Java, HTML, CSS, JS, TASM x86 Assembly, Haskell, ProLog, PostgreSQL, LaTeX
Familiar environments: Visual Studio, Android Studio, Intellij IDEA, Windows Subsystem for Linux

UNIVERSITY PROJECTS

Mood Analyser   *2019*
Android application to identify the mood of a person from a picture. Developed using .NET and Xamarin we made a Windows Forms application and an Android app.
 github.com/Grumodas/mood-analyser
Used technologies: Visual Studio, C#, .NET, Xamarin, AWS ("Amazon Rekognition")

Mafia Role-Playing Game   *2019*
Android application for the classic party RPG Mafia, played real-time, moderated by the application. Developed on Android Studio with Java. Game session data stored on Google Firebase as JSON.
 github.com/BMartynas/mafiaRoleGame
Used technologies: Android Studio, Java, Firebase, JSON

Magic Mug Maker   *2020*
Mock company's web page for ordering custom mugs.
 github.com/RimantasJ/Magic-Mug-Maker
Used technologies: HTML, CSS, Javascript

Reed Muller code   *2021*
A console application to demonstrate my implementation of the Reed-Muller code. Text input is encoded and sent over an erroneous network (simulated). The generated errors are then corrected during decoding.
 github.com/RimantasJ/Kodavimas
Used technologies: C++, Windows Subsystem for Linux par

Disassembler   *2018*
TASM x86 disassembler program. Takes compiled binary code as input and recreates TASM code.
 github.com/RimantasJ/TASMx86-disassembler
Used technologies: TASM x86 assembly, emu8086

FTP Server and Clients Applications *2020*
Two console applications - one for server, another for client. They allow for one server to connect multiple clients. Clients can then communicate using my own implementation of the File Transfer Protocol.
 github.com/RimantasJ/FTP-Msg-server-client
Used technologies: C, FTP, Visual Studio Code

HOBBIES

Video games (League of Legends, Europa Universalis IV), **podcasts** (Darknet Diaries, The Amelia Project), **cooking**, **folk dance** (VU Song and Dance Ensemble), **drawing** (cloudhare.artstation.com), **traveling** (with ensemble, school and family).