

# Rimgaudas Jurkaitis

## Software engineer

Lithuania



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### About me

Software engineering student with strong foundations in C-based systems programming and game development. Experienced in building complete software projects from concept to release, leading small teams, and working under tight deadlines (game jams, incubation programs). Passionate about problem-solving, performance, and clean code. Seeking a junior software engineering role where I can contribute to real-world systems and continue growing technically.

### Education

**Amsterdam Tech**(2025–now).

BSc in Software Engineering (Remote)

### Technical Skills

Game Development & Engines:

1. Unity
2. GameMaker Studio
3. Pygame

Programming Languages:

C++, C#, C, JavaScript, Python, GML, HTML / CSS

Tools & Software :

Version Control: Git

Project Management & Collaboration: Trello, Miro

Productivity: Microsoft Office (Word, Excel, PowerPoint)

Art & Design: Photoshop, Krita, Aseprite

### Courses

**GameDev Camp**(2023) - I was participating in this game incubation program as a game designer. Gained lots of experience in teamwork, documentation, presentation and creativity.

**Narrative design by Ranko Trifkovic**(2024) - a 2 month course on narrative design and all its inner workings.

### Projects

**My\_printf** - A lightweight custom implementation of the standard printf function written in C. Handles formatted output, variadic arguments, and multiple format specifiers while replicating core functionality of the C standard library.

**My\_mastermind** - A console implementation of the classic Mastermind game written in C. The game uses digits (0–8) as piece identifiers. Your objective is to guess the secret 4-digit code within a limited number of rounds.

**The Last of Z** - Unity 2D platformer made in a gamejam

**Bubbly Clusters** - GameMaker Studio 2D horde survival game made in gamejam

**DoomUpon** - GameMaker Studio 2D rpg game made in gamejam

### Soft Skills

- Team leadership in 3–4 person development teams
- Experience presenting projects at public events
- Comfortable working under tight deadlines
- Fast learning of new technologies
- Can do attitude

### Languages

Lithuanian - native

English - B2