ROKAS DANEVIČIUS

Software Engineer

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PERSONAL STATEMENT

I'm a self-motivated software developer with a background in computer science and music technology, specializing in app and game development using Unity3D.

I am proficient in C#, Python, and JavaScript. In the past I've developed VR apps and multiplayer games using Unity XR and Photon SDK's. I also have some experience with React, HTML and CSS.

My current professional experience thought me how to communicate well with project leaders to clarify goals and expectations. I wish to bring my experience to your projects and to further grow as software engineer.

EDUCATION

2020 - 2021

UNIVERSITY OF NOTTINGHAM
Computer Science MSc
This included courses such as Mixed Reality, Programming, Games, Systems and Networks, Databases, Interfaces and Software Design.

2015 - 2017

COVENTRY UNIVERSITY
Music Technology BSc
This included courses such as Digital Audio, Electronics, Multimedia Programming Environments, Acoustics and Audio Recording.

SKILLS

PROGRAMING LANGUAGES
- C# and Python.
- HTML, CSS and JS.
- React, PHP and MySQL.
- GIT and GITBash.

SOFTWARE SKILLS
- Unity3D engine.
- Blender.
- Reaper and Cubase.
- Adobe Creative Suite.

SOFT SKILLS
- Time and Project Management.
- Communication.
- Teamwork.
- Problem solving.

EXPERIENCE

Sep 2022 - Now

University Of Nottingham
Research Associate | See project
My responsibilities include:
- Generation of a 1:1 replica of Nottingham city using LiDAR data sets for Minecraft EDU modification.
- Developing custom tools and assets in Bridge IDE for Nottcraft mod, including new blocks and functionality to procedurally generate buildings.
- Implementation of a Python-based navigation system allowing players to teleport using real-life coordinates.

May 2022 - Sep 2022

University Of Nottingham
Research Assistant | See project
My responsibilities included:
- Developed a Virtual Reality experience replicating variations of the trolley dilemma using Unity3D and Unity XR + Unity XR Interaction Toolkit.
- Implemented online multiplayer functionality using the Photon SDK for player interaction and outcome visualization.
- Researched and applied immersive video game techniques to enhance player choice and impact in the VR experience.

RECENT PROJECTS

Now

Fist Pump | See project
Currently I am working on a melee fighting game project. The project applies SOLID coding principles in Unity 3D.

Feb 2022

Stealth Boy | See project
Developed a thirdperson 3D stealth platformer game prototype using Unity3D. Implemented NavMesh to create AI for enemy characters.

Jan 2022

PyFighter | See project
Created a 2D fighting game from scratch using Python + Pygame library, featuring randomly generated maps, panoramic camera scrolling, and custom sprite design.

Jan 2022

React Audio Player | See project
Developed a customisable React audio player with multiple instance per page support.

Dec 2021

8-Bit Tron | See project
Designed and developed a sequenced synthesizer complete with a miniature digital audio workstation using Pure Data.