ROKAS DANEVIČIUS

Programmer/Audio Engineer

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🌐 Portfolio: Click here to see

👤 PERSONAL STATEMENT

I would describe myself as an energetic and courageous computer science student who has passion for Virtual Reality and Audio. I consistently demonstrate a high degree of initiative and motivation when working on projects that involve virtual environments, programming, and audio production.

As a freelancer I have worked across a variety of different audio production practices and I regularly work with both clients and collaborators.
This has taught me how to create accurate and stress-free working relationships with people which leads to higher quality results.

🎓 EDUCATION

2020 - 2021

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

2015 - 2017

COVENTRY UNIVERSITY
Music Technology BSc (First Class Honours)
This course included modules such as Digital Audio, Electronics and Multimedia Programming Environments.

📝 SKILLS

PROGRAMING LANGUAGES
• Python and C#
• HTML, CSS and JavaScript
• PHP and MySQL
• Arduino and RPi hardware

SOFTWARE SKILLS
• Unity3D engine
• Waves and UAD Audio processing
• Pro Tools and Cubase DAW's
• Adobe Creative Suite

SOFT SKILLS
• Time and Project Management
• Communication
• Teamwork
• Problem solving

💼 EXPERIENCE

2019 - 2020

Freelance Audio Engineer/Producer
My responsibilities include:
• Music and sound design composition
• Audio editing and recording
• Audio mixing and mastering
• Project management
• Communication with clients

Dec 2018

THAT'S INNOVATIVE
Live sound Producer / Engineer
My responsibilities included:
• Music Composition
• Live sound design and production
• Critical sound listening
• Communication with directors

Oct 2017 - May 2018

GRAVITATE PRODUCTIONS LTD.
Music Producer / Engineer
My responsibilities included:
• Music composition
• Music production
• Voice talent coordination
• Recording session management

Aug 2016 - Sep 2016

NINJA TUNES
Internship/Social media researcher
My responsibilities were:
• Moderation of Ninja Tunes social media.
• Developing marketing strategies.
• Research of the company's competitors.
• Handling of Ninja tune products.

📚 RECENT PROJECTS

Sep 2021

Embodied Trolly (VR)
I created a virtual reality, multiplayer game using Unity3D which recreates the famous Trolly Dilemma.

May 2021

Stealth Boy
I developed a 3D stealth platformer game using Unity3D.

Dec 2021

PyFighter
Developed a 2D side scroller fighting game using only Python.

Jan 2018

Colour To Sound Instrument.
I built an audio instrument which utilises colours for composition using Arduino.