ROKAS DANEVIČIUS

Software Engineer

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🌐 Portfolio: rokasdanevicius.com

👤 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 my free time I develop VR apps and multiplayer games using Unity XR and Photon SDK's. I also have experience with .NET Framework, Blazor, 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, Blazor and MSSQL.
• 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

May 2023 - Now

SCIIL AG
Microsoft .NET Web Developer
My responsibilities include:
• Develop Blazor apps for audit software using .NET, C#, and DevExpress.
• Maintain and enhance features in SCIIL's auditing web applications.
• Maintain MSSQL databases and manage data flow to front-end and back-end.

Apr 2024 - Now

CHARK Studio
Part Time Software Developer
My responsibilities include:
• Develop and maintain gameplay systems and features using Unity 3D and C#.
• Design and produce game levels using Unity 3D tools and assets.
• Compose and produce music scores for CHARK Studios game titles.

Sep 2022 - May 2023

University Of Nottingham
Research Associate | See project
My responsibilities included:
• Creating a 1:1 Nottingham city replica in Minecraft EDU using LiDAR data.
• Creating tools and assets in Bridge IDE for Minecraft modification.
• Building a Python system for teleporting with real-world coordinates in Minecraft.

📚 PROJECTS

Aug 2022

Embodied Trolly | See project
Created a VR multiplayer game in Unity3D simulating the Trolley Dilemma, using Unity XR Tools, Photon Networking, and C#.

Dec 2022

Stealth Boy | See project
Developed a 3D stealth platformer prototype in Unity3D with AI for enemies using NavMesh.

Sep 2022

PyFighter | See project
Developed a 2D fighting game in Python using Pygame, featuring random maps, panoramic scrolling, and custom sprites.

Dec 2021

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