Rokas Gudavičius

contact

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languages

Lithuanian (native)
English (native)

programming

♥ Python
Java
JavaScript/Node.JS
C++
C#
C
PostgreSQL/MySQL
Haskell

personal projects

pinterest-api 🔗
flask-blog 🔗
haiku-twitter-bot 🔗
java-game-engine 🔗
wallpaper-crawler 🔗
student-database 🔗

hackathons

GGJ 2017 🔗
GUTS 2017 🔗
Oxford Hack 2017 🔗
Hack The Burgh 2018 🔗
CreatED 2018 🔗
HEX 2018 🔗
GGJ 2019 🔗

experience

2017–Present **Clockwork Trader ApS**   *Copenhagen, Denmark*
Remote Back-End Developer
Financial instrument trading platform start-up incorporating cryptocurrencies. Very small team. Remote work. Responsible for architectural decisions of the project, developing the API, miscellaneous emerging back-end tasks. Technologies used included Node.JS, Python, AWS services such as Lambda and API Gateway.

2018–Present **CompSoc**   *Edinburgh, United Kingdom*
Vice President & 3rd Year Rep
Biggest technology society in Scotland. Improved my organizational, time management and even social skills. Some of my main responsibilities include:
- Organizing monthly Student Tech Meet-Ups with guests from industry, academia and student body, as well as other events.
- Advertising to potential sponsors & society members.
- Part of crew of Hack The Burgh 2019

2018–Present **IT Helpdesk @ University of Edinburgh**   *Edinburgh, United Kingdom*
Student IT Assistant
General tech competency. Occasional SysAdmin issues. This position has an especially good team dynamic tought me effective teamwork.

2019–2019 **MappingBook Ltd**   *Edinburgh, United Kingdom*
Software Developer
Working in a tiny team with sharp deadlines. Varied types of tasks, had to work on both back-end and front-end. Valuable experience working with legacy code and working with non-technical management. Technologies used included Node.JS, React, Django, Docker

education

2017–2021 **B.Sc.** in Computer Science   *University of Edinburgh*

project highlights

2019 **RESTful API for Pinterest Image Search**   *Personal project*
Written in Python. Used a scraper based on Selenium to fetch images from Pinterest, get all its colors and save this data to a Selenium database. Sanic asynchronous web server fetched URLs to images based on requested colors (Along with some other endpoints). Also some threading used to speed up the classification and scraping.

2019 **GigScanner**   *University of Edinburgh*
An app that finds flights to concerts of selected artists. Worked on the back-end, specifically with the SkyScanner flight search API. Also had a hand in WebGL part of the front-end.

2017 **Java Game Engine**   *Personal project*
Decided to learn Java for a university course in a more exciting way. Wrote a rudimendary 2D game engine from scratch. Currently the engine can render a map, sprites, allow the character to move and fire bullets that damage enemies and create particle effects. Also has a tile map editor that saves a compressed representation of the level. Learned a lot about OOP and structuring code for re-use and readability.