

# Rokas Gudavičius

## contact

Edinburgh  
United Kingdom

+ 44 7519551837

rgudav@gmail.com

roxerg.github.io [🔗](#)

## languages

Lithuanian (native)  
English (native)

## programming

♥ Python

Java

JavaScript/Node.JS

C++

C#

C

PostgreSQL/MySQL

Haskell

## personal projects

pinrest-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 [🔗](#)

HackUPC 2019 [🔗](#)

## experience

- 2020–Present  **School of Informatics @ University of Edinburgh** Edinburgh, United Kingdom  
*Tutor*  
Tutoring Functional Programming (using Haskell) and Computational Logic for the INF1A - Introduction to Computation course.
- 2017–2020  **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, 4th 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 taught 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 rudimentary 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.