Rukas Skirkevicius

Unity Developer

Specializing in building scalable and efficient game and editor tool systems, as well as working with 3D and 2D visuals.

Working Experience

Software Engineer - Cityscaper - 2022 - 2024

My role while working in this startup company varied. The work ranged from developing their main Android augmented reality application to creating an Android instant application, working on backend services and APIs, database management, and designing web tools.

Key responsibilities:

➔ Developed augmented reality mobile applications
➔ Optimized database querying and storage
➔ Developed their main AR application in Unity
➔ Created specialized web tools
➔ Worked on the projects from the ground up
➔ Designed app UI/UX interfaces

Tech stack: Unity, C#, AR, JavaScript, Kotlin, Firebase

AR Engineer - Studio X - 2019 - 2020

Short-term position, focused on developing full-stack augmented reality mobile applications for external clients.

Key responsibilities:

➔ Developed augmented reality mobile applications
➔ Designed app UI/UX interfaces
➔ Collaborated with clients throughout production
➔ Dealt with hosting and deploying databases and applications

Tech stack: Unity, C#, AR, Azure

Indie Game Developer - 2013 - Present

A side solo hobby that involves creating and publishing indie video games.

Key responsibilities:

➔ Creating the gameplay mechanics
➔ Modeling 3D props and environments
➔ Producing sounds and music
➔ Designing UI/UX interfaces

Tech stack: Unity, C#, HLSL, Blender, Photoshop, Substance Painter, FL Studio

Languages

English: C1
Lithuanian: Native

Socials

Email: rukas.skirkevicius@gmail.com
Github: https://github.com/Rukas90
Portfolio: rukas-skirkevicius.com
AssetStore: /publishers/8326
ArtStation: /thatmistguy.artstation.com

Skills

Languages & Principles
C#, OOP, Design Patterns

Unity Engine & Systems
Jobs, Burst, ECS, UniTask, ZLinq, Zenject, VContainer, Addressables, Localization, Editor Tools, ScriptableObjects

Visual Design
HLSL, Shader Programming, Compute Shader, Post Processing, Level Design, UI/UX, UIToolkit, Affinity Photo 2

3D Graphics
Blender, Texture Baking, Substance Painter

Gameplay & Systems
FSM, BT, GOAP, AR

Architecture & Development Practices
SOLID, DRY, KISS, Modular/Data-driven Programming, CI/CD, Automated Testing

Workflow & Version Control
Trello, ClickUp, Slack, Teams, Zoom, Git, GitHub, GitLab

Cloud & Deployment
Azure Web App Services, Key Vault, Netlify

Auth & Security
JWT & Refresh, OAuth

Selected Projects

Pixel Harmony
GPU-accelerated Image editing software, similar to Photoshop, made for Unity.

Web Game Stats and Auth
Backend api project providing authentication and user game profile management.

Hospital Interior 3D Pack
A 3D, low-poly asset pack made with Blender.

Education

Saxion University of Applied Sciences,
Bachelor's Degree, Game Design Engineer