



# Rukas Skirkevicius

## Unity & .NET Core Developer

Specializing in building scalable and efficient systems

### 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:

- Built end-to-end AR Android apps in Unity & Android Studio
- Optimized database querying and storage by indexing & data compression
- 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, Postgres**

#### ○ 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**

#### ○ Independent Projects - 2013 - Present

*Personal side projects involving creating and publishing games, creating and selling 3D assets, editor tools, and making video tutorials on YouTube.*

##### Key responsibilities:

- Developed and published a commercial game on Steam
- Creating a related, varied topic tutorial series
- Creating full low-poly & realistic 3D asset packs for sale
- Creating editor tools and game systems for sale

Tech stack: **Unity, C#, HLSL, Blender, Affinity Photo, Substance Painter**

### Languages

**English: C1 (Fluent)**  
**Lithuanian: Native**

### Education - 2017 - 2021

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

### Socials

**Email:** rukas.skirkevicius@gmail.com  
**GitHub:** <https://github.com/Rukas90>  
**Portfolio:** [rukas-skirkevicius.com](http://rukas-skirkevicius.com)  
**AssetStore:** /publishers/8326  
**ArtStation:** /thatmistguy.artstation.com

### Skills

**Languages**  
C#, Kotlin, Lua, HTML

**Practices**  
OOP, SOLID, DRY, KISS, Modular/Data-driven Programming

**Unity & Systems**  
Augmented Reality, Jobs & Burst, ECS, UniTask, ZLinq, Zenject, VContainer, Addressables, Editor Tools, FSM, BT, GOAP

**Backend Framework**  
.NET Core, EF Core, REST, Unit & Integration Testing, xUnit, Moq, MediatR

**Database**  
PostgreSQL, Firebase, Indexing, Migrations

**Graphics**  
Blender, HLSL, Compute Shader, UI/UX, UIToolkit, Affinity Photo, Substance Painter

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

**Cloud & Deployment**  
CI/CD, Azure Web App, Key Vault, Netlify

**Auth & Security**  
JWT & Refresh, OAuth, CSRF, Identity

### Projects

**Pixel Harmony**  
GPU-accelerated image editing software built entirely in Unity (**5 rating on Asset Store**)

**Secure API**  
.NET Core backend with JWT & refresh authentication, CSRF, and RESTful endpoints

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

**Quiz Mini Game Course**  
Tutorial series created for my YouTube channel (**243k views on YouTube**)