



# 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](mailto:rukas.skirkevicius@gmail.com)

**GitHub:** <https://github.com/Rukas90>

**Portfolio:** [rukas-skirkevicius.com](https://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**)