

Rukas Skirkevicius

.NET Developer

Primarily specializing in building scalable and efficient backend 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:

- Developed augmented reality mobile applications
- Optimized database querying and storage
- Developed backend services and APIs
- Created specialized web tools
- Worked on the projects from the ground up
- Designed app UI/UX interfaces

Tech stack: C#, .NET, Postgres, 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: 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, .NET, C#, HLSL, Blender, Photoshop, Substance 3D Painter

Languages

English: C1

Lithuanian: Native

Socials

Email: rukas.skirkevicius@gmail.com

Github: <https://github.com/Rukas90>

Portfolio: rukas-skirkevicius.com

Skills

Languages

C#, Kotlin, Lua, HTML, CSS

Frontend & Backend Frameworks

.NET Core, .NET Framework, ASP.NET Core, ASP.NET MVC, Blazor, React, jQuery, Tailwind, Bootstrap, SCSS

API Design

REST, MediatR, FastEndpoints, MinimalApi, API Versioning

ORM

EF Core, Entity Framework

Databases

PostgreSQL, SQL Server, Firebase, Triggers, Indexing, Migrations

Testing

Unit & Integration Testing, xUnit, NUnit, Moq, Testcontainers

Cloud & Deployment

Azure Web App Services, Key Vault, Netlify

CI/CD

Azure DevOps, Docker, GitHub, GitLab, Git

Auth & Security

JWT & Refresh, OAuth, Identity, Anti-Forgery

Architecture & Approaches

DDD, SOLID, CQRS, EDA, DRY, YAGNI, KISS

Selected Projects

Web Game Stats and Auth

Backend api project providing authentication and user game profile management.

Portfolio Website

Personal site made with React.

Pixel Harmony

Image editing software similar to Photoshop, made with C# for Unity.

Education

Saxion University of Applied Sciences,

Bachelor's Degree, Game Design Engineer