

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

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

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