Zans Gurskis

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Lecturer | Game Dev

Voyager, Holborn Studios, 48/50 Eagle Wharf Road, N1 7ED

I have a coaching mentality- loyal, responsive and highly ambitious. I take pride in my work, with confidence in my actions. I excel working with a group of people. Feedback and flexibility drive my creative process. I am fearless when it comes to challenging myself, I focus on fulfilment regardless of my abilities. My aspiration for making games is to enchant child-like astonishment and deliver a meaningful experience.

Online Portfolio

http://thecuttlefish.github.io

Experience

2019 - 2018 Technical Skills Tutor at **Bartlett School of Architecture, UCL.**

I am providing students with good understanding of real-time computer graphics, visual effects, game design theory and programming. In this module students have to create an interactive experience based on Japanese architecture, with game design principles.

2018 - 2017 Lecturer at **University of the Arts London**

Lecturer for the Game Design Summer Course. Teaching Game Design and Unity Development.

2019 – 2016 Associate Lecturer at **University of the Arts London**

Associate lecturer for the BA Game Design Course, supporting Game Development, 3D Development and Game Design Theory modules. Working as a lecturer is a very rewarding and enjoyable experience, seeing many original concepts becoming fully playable prototypes by the end of each course.

2018 Game Dev at **Glitchers**

Unity Developer focus in all aspect of the app for a new client: from environment to game mechanics. Working with dynamic shaders, C# scripting, post-processing and building Unity tools. We have used agile methodologies (sprints and daily stand ups) and shared the project with the team using Git.

2015 Game Dev at **Zaubug**

My responsibilities where to design, develop and publish games. I Had the opportunity to present our games at various game conferences. Working closely with promotion and marketing gave me a better insight about other aspects of the game production apart from design and development.

2015 - 2014 Game Dev | Course Assistant at **University of the Arts London**

2010 Junior Graphics Designer at **Dentsu London**

2009 Web Designer | Graphics Designer at **Software Architects** & **local businesses**

Education

2019 – 2016 Master of Science in Computer Games Technology at **City, University London**

I have learned a lot about computer shaders and 3D graphics. I've studied C++ and developed an AI project based on flocking behaviour using Bullet Physics Engine. In my free time, I have worked with my friend on AR and VR project. I spend a lot of time learning and working with different technology.

2014 - 2011 Bachelor of Arts in Games Design [1:1] at **University of the Arts London**

It was a perfect environment to expand my knowledge and skills with a great collective of creative people. Every year, we had a show where we had feedback from industry professionals, which lead to a better focus and understanding commercial game development.

2006 - 2005 Graduate of Art Course at **Saules College of Arts and Design**

I have always done something creative. Taking a course in art solidified my abilities and gave me ideas and awareness of where to apply my skills.

Skills

Visual Effects | Game Design Theory | Art | Prototyping | Design Patterns | OOP | 3D modelling

Software

Unity | Adobe: Animate, Photoshop, Illustrator | 3Ds Max | Blender 3D | MS Office

Programming Languages

C# | HLSL | GLSL | C++ | JavaScript | ActionScript 3 | HTML | CSS | XML | jQuery

Languages

English | Russian

Interests

Computer Graphics | Graphic Design | Psychology | Game Jamming | Gaming | Comics | Walking

*References available on request.