

## ABOUT ME

I am a passionate game developer, currently a student attending the University of Lincoln.

## CONTACT

@ hardijsraubiskis@gmail.com

+447413541549

Lincoln, Lincolnshire



## EDUCATION



**UNIVERSITY OF LINCOLN**

Bachelor of Computer Science – Game Design

2020 - Current



**BOSTON COLLEGE**

Degree

2018-2020

# HARDIJS RAUBISKIS

## JUNIOR GAME DEVELOPER

## OBJECTIVE

As a highly proficient and passionate game developer, my goal is to provide my support in developing and creating incredible games to a professional standard. By working efficiently in a team as well as by having a keen eye for detail when it comes to quality and overall polish of games.

## EXPERIENCE

### UNIVERSITY AND PERSONAL PROJECTS

(2020 – Current)

While studying at the University of Lincoln, I have created a wide variety of projects as university as well as personal projects:

- A wide variety of Unity Games
- Extensive experience using C# for a wide variety of projects
- Development using C++ with some complex games built using it
- Scalable and secure databases
- Aspects of web development utilizing HTML, CSS and JavaScript to produce beautiful prototypes.
- Tikami Studios – Small group of developers working in a team, using Unreal Engine to create large worlds and complex worlds with complex game mechanics.

### WEBSITE DESIGN

(2019 – 2019)

As a sole website designer and developer, I was brought in as a voluntary intern to create a website for the Shodfriers Coffee Shop. During my time here I designed a website to advertise this group's restoration project of the building.

Whilst working on this project I did a large amount of customer research to ensure that the website's design would meet the target audience of the project.

## PERSONAL PROJECTS

(2018 - 2020)

While attending Boston College, I created a wide range of projects as well as ones created in my own personal time to further my abilities

- Metal Works : A top-down pixel-art survival game inspired by games such as Stardew Valley and Minecraft
- A wide variety of VR projects, a prototyped version of the popular "Among Us" video game in Unity, as well as advanced IK movement animation systems in Unity. As well as creating a wide variety of VR prototypes for the Unreal Engine.

## SKILLS

C# : An abundant amount of experience in C# with over 4 years of experience with the language, applied to a wide variety of projects.

Python : An extensive amount of experience in Python, with 5-6 years of experience with the language.

C++ : A variety of experience implementing different types of different projects, such as compilers and banking systems.

Teamwork : Some experience of working within teams remotely to complete small as well as mid-sized programs