# Arturs Vaitilavics

JUNIOR SOFTWARE DEVELOPERFOR

## ABOUT ME

I have been working in Global visual effects (VFX) companies for over 10 years, VFX is closely related to programming, and I have always used bits of code to automate mundane everyday tasks. Writing scripts became my favourite part of my work, and I decided to study Java, Python and C#.

Quick learner, patience, responsibility and Procedural aproach are the qualities that I have developed over the years of work and studies.

## EDUCATION

### Software Development Academy

*Java from Scratch (378 hours) | April 2020 - Jan 2021*

# Java # GIT # Coding
# Software Testing - TDD # Databases - SQL, NoSQL
# JDBC, Hibernate, MongoDB Java Driver
# HTTP # Server Basics # HTML, CSS, JavaScript
# JSP and Servlets # Introduction to JVM
# Spring Framework # Scrum Methodology

Final project description:This project will be a platform that can be used by different companies to track, update, approve their employees holidays. Technologies: Java, Spring, MySql, React
Github Link:
https://github.com/artursvaitilavics/com.holidays_av

### Liepajas Universitate

*Computer Sciences | Jan 2007 - Dec 2009*
*# C++, #Visual Basic, #ActonScript*

## WORK EXPERIENCE

### 3D (CG) Generalist

*OLV | Apr 2019 - present*

- Work with C# for Unity
- Render pipeline tasks with Python
- Visual scripting with Unreal Blueprints
**Achievements:** In game enemy AI with C#, and addons for Blender/Python, Sped up 6 weeaks work to 2 weeks, by implementing Python script for autmating complex tasks.
**Developed skills:** Communication with Developer team, Python, C#, Abstract classes, Git

### Vfx Compositor

*UPP | Sep 2018 - Apr 2019*

- Small Python scripts to increase my output in working with Foundry's Nuke
**Achievements:** Sped up workfolw for similar vfx space shots.
**Developed skills:** Python in production

## HOW TO CONTACT ME

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Github:
arturs vaitilavics

*Private repositories available upon request.*

## TECHNOLOGICAL SKILLS

- Java
- Python
- C#
- HTML/CSS
- JavaScript
- Spring Boot
- Angular
- React

- Python Blender API
- Spring
- Hibernate
- Junit
- Mockito

## LANGUAGES

Latvian, English = Fluent
Russian = Basic

# WORK EXPERIENCE

### Animation Compositor

*Blue Zoo Animations | Jul 2018 - Sep 2018*
*- Lighting and Compositing with Maya and Nuke*

### Animation Compositor

*Doodle Productions | Nov 2017 - Jul 2018*
*- Compositing with Nuke*

### Animation Compositor

*Arx Anima | Jul 2017 - Nov 2017*
*- Compositing with Nuke*

### CG Generalist

*Blue Zoo Animations | Apr 2017 - Jun 2017*
*- Lighting with Maya, Compositing with AfterEffects*

### CG Generalist

*Freelance/Self-Employed | Mar 2016 - Apr 2017*
*- 3D Modeling, lighting and animation with Maya*
*- Compositing with Nuke*

**Achievements:** Deliverd 2 CG projects
**Developed skills:** Learned 5 VFX softwares for
Animation, Compositing, Modeling and Texturing

### Stereoscopic 3D (S3D) trainer

*Prime Focus | Aug 2015 - Mar 2016*
*- Traing teams while in production*

**Achievements:** Trained over 300 junior to senior 3D
artists
**Developed skills:** Communication with groups over 30
people large.

### S3D and VFX Generalist

*Freelance/Self-Employed | Nov 2014 - Aug 2015*
*- Implement new tehnologies to improve quality and*
*production speed.*

### S3D Lead

*Prime Focus | Aug 2010 - Nov 2014*
*- Leading team of artist*
*- Help and Problem solve complex tasks*
*- QA my teams output and scripts*

**Achievements:** Lead teams of 12 people while working
on Big budget Hollywood movies.
**Developed skills:** Communication, responsibility,
Various VFX software skills. Ability to give tasks, and
check the quality.