

# Vidas Bacevičius

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## Education

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- 2021 – 2022 **MSc Computer Science and Engineering, Instituto Superior Técnico**  
5 Master's Degree courses during exchange programme
- 2018 – 2022 **BSc Computer Science and Engineering, Delft University of Technology**  
GPA : 8.0
- 2015 – 2018 **International Baccalaureate, Vilnius Lyceum**

## Work experience

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- 2021 Jun – 2021 Aug **Software Engineering Intern at Nasdaq**  
Joined a team and worked on a real-life product being delivered to a foreign stock exchange. Built and tested Java backend validators, created frontend React components, debugged existing Java code and CI/CD pipelines. Participated in daily scrums, sprint plannings and retrospectives.
- 2019 May – Present **Full Stack Web Developer at TU Delft X**  
Responsible for creating and maintaining projects related to TU Delft X's event booking systems. Created Live Gym Tracker. Recently rewrote the backend of the system to adapt to a new REST API. Maintaining both frontend and backend of the main site's Event Schedule, Event Display, Pricing and Information tabs, Live Gym Tracker.

## Project Experience

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|--------------------------------|---|
| Fitness Tracker                | Created a live gym tracker for TU Delft X's main website that allows users to see live data about current number of people in the gym as well as previous gym trends (Javascript) |
| Bilter Fubble                  | Created a music exploration game designed to encourage users to explore music beyond their preferred tastes. (Javascript)   |
| Research Reproducibility Suite | Created a containerized architecture that allows for repeatable experiment runs for a research paper. (Docker, Docker Compose, Git)   |
| Go Green                       | Created and deployed a fully fledged Java application designed to track and improve users' environmentally-friendly habits (Java)   |
| Netflix Prize                  | Created a predictive recommendation system for a variant of Netflix prize contest (Python)  |
| Raytracer                      | Created and implemented a 3D raytracer with the help of OpenGL library (C++)  |

## Programming languages and skills

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Java	Job experience, personal projects, university courses
Python	Personal projects, university courses
Docker	Job experience, personal projects
Javascript	Job experience
React	Job experience
Vue.js	Job experience
Node.js	Job experience
PostgreSQL	Job experience
Git/Gitlab	Job experience
Linux	Job experience
C++	University courses
Scala	University courses
GIMP	Personal projects