



Evelīna Graumane

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WORK EXPERIENCE

MSC – Riga, Latvia

City: Riga | Country: Latvia

Statistical assistant

[01/06/2021 – 01/08/2021]

- Enter data into computers for use in analyses and reports.
- Check source data in order to verify it's completeness and accuracy.

MSC – Riga, Latvia

City: Riga | Country: Latvia

Data entry operator

[01/06/2022 – 01/08/2022]

- Entering data into database software and checking to ensure the accuracy of the data that has been inputted.
- Resolving discrepancies in information and obtaining further information for incomplete documents.
- Responsible for accurately entering important company data and keeping records up-to-date.
- Create and manage spreadsheets with large numbers of figures.

MSC – Riga, Latvia

City: Riga | Country: Latvia

RPA developer

[16/05/2023 – 17/05/2024]

- Automation Anywhere for task automation
- Power BI for insightful data visualization
- managed databases using SQL

Creative Data Studio – Riga, Latvia

City: Riga | Country: Latvia

UI/UX designer

[17/09/2024 – Current]

- Conducted manual testing of the application to identify usability issues and ensure consistent user experience across platforms.
- Identified and corrected minor UX-related issues, contributing to improved interface intuitiveness and user satisfaction.
- Designed UI layouts and components for new features, ensuring visual consistency and alignment with branding guidelines.

EDUCATION AND TRAINING

Secondary school in mathematics and physics

Riga State Gymnasium No. 3 [01/09/2019 – 15/07/2022]

City: Riga | Country: Latvia

Computer Science

Riga Technical University [01/09/2022 – Current]

City: Riga

- Algorithms and Data Structures: Efficient problem-solving techniques.
- Programming Languages: Proficiency in languages like Java, Python, and C++.
- Software Engineering: Software design, development, and project management.
- Computer Architecture: Understanding computer hardware and systems.

Game design

South-Eastern Finland University of Applied Sciences [25/08/2023 – Current]

City: Kouvola | Country: Finland

- Gained insight into the needs and workflows of the game industry, with a focus on modern development practices and team collaboration.
- Created both 2D and 3D game art assets, enhancing skills in visual storytelling and digital content creation.
- Developed a solid understanding of game development pipelines, with practical experience in Unity game engine.
- Participated in hands-on projects that involved designing, prototyping, and refining gameplay elements.

LANGUAGE SKILLS

Mother tongue(s): Latvian

Other language(s):

Russian

LISTENING C1 READING B2 WRITING B1

SPOKEN PRODUCTION B2 SPOKEN INTERACTION B2

English

LISTENING C1 READING B2 WRITING B2

SPOKEN PRODUCTION B2 SPOKEN INTERACTION B2

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user

SKILLS

Python / C# / HTML / CSS / PBI / SQL / Automation anywhere / JavaScript / Microsoft excel / Unity(Basics)
/ Figma & Adobe XD / Bleder 3D