

Eivydas Raulynaitis

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Summary

Seeking an internship position for the summer of 2020 and beyond that will assist me in developing experiences, skills, and connections in the field of computer science. As a self-learning and hardworking computer science student, I have developed my own small passion projects, explored different computer languages, and pushed myself into software engineering and web development.

University of Illinois at Chicago (UIC)

Expected May 2021

Bachelor of Science in Computer Science

- GPA: 3.40/4.00
- Member of ACM Chapter @ UIC

October 2018- Present

Relevant Coursework

Software Engineering I (Java) - Software Design (Java) - Data Structures (C++)
Programming Concepts (C++, F#, SQL, ASP.NET) - Programming Practicum (C/C++)
Machine Org. (x86-64, C) - Program Design II (C++) - Program Design I (Python)

Technical Skills

- Proficient in C++ (3 yrs), Java (1 yr), C (2 yrs), Lua (1 yr)
- Experience with Python, Django, C++, C, Java, JavaFX, libGDX, F#, SQL, ASP.NET, Lua, HTML, UNIX, x86-64 Assembly, Git, Arduino
- Produced secure web applications with Django web framework with Python
- Developed with JavaFX, Maven, and JUnit 5 unit testing on Java applications
- Experience with project management & documentation with agile methodologies
- Proficient in graphic design and video editing (Photoshop, Camtasia)
- Created embedded electronics with Arduinos and sensors w/ C++

Projects

- *Prison Break*: A 2D top-down strategy game made with Java and the libGDX engine, with thorough documentation and development through iceScrum agile methodology.
- *Baccarat Game*: A game that mirrors the classic Baccarat casino game, created with Java and JavaFX, with animations and transitions. Tested w/ JUnit 5.
- *RPLS*: A multiplayer JavaFX game for Rock-Paper-Scissors-Lizard-Spock, with server and client threading. Playable through multiple computers. Implemented with FXML.
- *CTA Information Lookup*: An SQL web application project with ASP.NET that shows different statistics of CTA database information.
- *Sphaira*: A Unity 3D game; allows you to control a sphere and to traverse different obstacles on a 2D landscape. Includes different stat buffs that affect speed/jump ability.

Awards

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| • Illinois State Seal of Biliteracy in Spanish | May 2017 |
| • 2 nd Place in Expert Division of JJC Robotics Competition | Feb 2016 |
| • 1 st Place in Novice Division of JJC Robotics Competition | Feb 2015 |

Other information: Proficient in Lithuanian, certified biliteracy in Spanish