Justinas Baskys, software developer

🛠 [Portfolio website](#)   ✉ justinas.baskys@gmail.com   in [Justin Baskys](#)   📍 Kaunas

About me

Hello! My name is Justinas and I am a programmer specializing in game and website creation. I have a knack for creating game mechanics, animations, design and everything else that may be needed in the game development process. In my free time, I like to create personal projects using platforms like Unity, ASP.NET or React + Next.js.

I spent 10 years living in England and have been living in Lithuania for a year and during this time I experienced a significant professional growth working at Chark Studio, where I completed an internship as a unity developer, as an e-store administrator in a family business, and after the probationary period, I was promoted to the position of product specialist at Senukai shopping centre.

I am currently looking for a team where I can apply my knowledge and spark for creating software full-time.

Education

University of Westminster - BSc (Honours) Computer Games Development, 2019-2023

The Honours course is more in-depth than a typical undergraduate course, and in this case the content is tailored to practical challenges and skills development specifically for game creation. During my time at Westminster, I gained most of my technical experience using **Unity** with **C#** primarily to create games on PC, Augmented Reality and VR platforms. I also have experience working with **Unreal Engine 4** (Blueprints), **C++** , **Swift** (iOS), and **web** design. I can work with **3D/2D modeling/drawing programs** such as Maya, 3DS Max, Photoshop and Aseprite (pixel art). During the course, I was distinguished by my original ideas and proficiency in creating and implementing game designs and mechanics. In the lectures, I gained experience with the implementation of physics, terrain generation, pathfinding and other **algorithms**, **computer graphics programming**, **game networks**, **mathematics**, etc.

Evesham College - Level 3 IT Extended Diploma and Level 3 Creative Media Production 90 Credit Diploma, 2016-2019

During the IT course I gained initial experience in programming using **Java**, **PHP**, **SQL** and Visual Basic. At the same time I learned about organizational systems, website and network creation. During the Creative Media Production course I was introduced to game engines such as Unreal Engine 4, Unity, and Maya for 3D modeling and animation.

Work experience

★ **Chark Studio** - <u>Unity developer (internship) </u>**,** Game mechanics and shader creation using Unity, Shader Graph and HLSL. During my time at Chark Studio I was creating prototypes based on the director's ideas and feedback. I was tasked with creating a unique shader/game mechanic which we didn't know if it would be possible to create at the time and

I managed to come up with a great result.
  - ○ 2024/11 - 2025/01, part-time, Kaunas;
- ➢ **Senukai** - Product specialist, customer consulting and service in tool rental, tool department and key production. Promoted from consultant to product specialist immediately after the probationary period.
  - ○ 2025/02 - currently, full-time, Kaunas;
- ➢ **Omnia Vincit** - E-store administrator, new product descriptions, translation processing and photo editing on platforms such as pigu.lt, omvi.store and allegro.pl. Assembling and sending goods to warehouses, checking warranties.
  - ○ 2024/07 - 2025/01, full-time and 2025/01 - currently, quarter-time, Kaunas;
- ➢ **Morrisons** - Customer assistant, working at the cash register, fruit and vegetable department in the supermarket.
  - ○ 2023/11 - 2024/06 full-time, and 2018/09 - 2019/09 part-time, Evesham;
- ➢ **Pers Hotel/Casa Nostra** - Waiter/bartender, rotating between the hotel's restaurant, bar and separate Italian restaurant.
  - ○ 2023/06 - 2023/09 full time, Gol, Norway;
- ➢ **IDL** - Steel fixer/builder on various construction sites in London. Most of the work was done at places like the London Eye, Sea Life, One Change shopping centre and Canary Wharf skyscrapers.
  - ○ 2022/05 - 2022/09 full-time, London;
- ➢ **Day & Night** - Kitchen porter in a bar/restaurant, working in a two-person kitchen where I made sure the chef has all the tools necessary ready for work and sometimes I prepared burgers as well as other food.
  - ○ 2021/06 - 2021/10 full time London;
- ➢ **Mzuri** - Machinery assembler, assembling various parts, drilling, grinding and painting. I was often responsible for preparing machines for competitions, and restoring older machinery.
  - ○ 2017/09 - 2018/03 part-time and then 2020/06 - 2020/09 full-time.