

Kotryna Vysockyte

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EDUCATION

Saxion University of Applied Sciences

Bachelor of Game Engineering Graduated Nov 2019 | Netherlands

- C# and C++
- AI (A*, dijkstra), state machine.
- Game engine architecture.
- OpenGL and Shaders.
- Unity, UnrealEngine and CustomEngine

SKILLS

TECHNICAL

Proficient

C# | Python | Bash | Git

SOFTWARE

Proficient

Unity | XCode | Android Studio | Rider

EXPERIENCE

GAMEJAM | PROGRAMMER 2016, 2017, 2019 | Enschede, Netherlands

CAMPUS PARTY | VOLUNTEER May 2016 | Utrecht, Netherlands

- Worked as a stage manager.
- Tech Support.

AWARDS

2020 Kwalee Employee of the Month (June)

2020 3rd Place for Kwalee Employee of the Month (April)

2016 2nd Hack a city Hackathon

LINKS

[Github:// kaimelis](#)

[LikedIn:// kotrynavy](#)

[Twitter:// @kaim3lis](#)

WORK EXPERIENCE

KWALEE |

JUNIOR GAME PROGRAMMER (PUBLISHING)

Feb 2020 – Sept 2020 | Leamington Spa, UK

- Built main documentation for Tech Support.
- Leading projects as a main Tech Support.
- Working on Jenkins code optimization.
- Making Python scripts to automate tasks.
- Debugging external developers code and fixing bugs.

JUNIOR TOOLS PROGRAMMER

Sept 2020 – Apr 2021 | Leamington Spa, UK (Remote)

- Remaking Jenkins system to be source controlled.
- Managing Jenkins code and the setup.
- Making Bash scripts for Jenkins.
- Implementing Mopub, Ironsource, Firebase, Facebook plugins.
- Changing native code for Android projects.
- Making Unity Editor Tools.
- Made UnitTest System tool in Unity.
- Rewrote Python2 script to Python3
- Finding how the workflow can be improved.

TOOLS PROGRAMMER

Apr 2021 – Present | Leamington Spa, UK (Remote)

- Implementing Third Party Plugins.
- Implementing custom network mediators.
- Worked on making a custom CrossPromotion tool.

TINY BULL STUDIOS | TOLLS PROGRAMMING INTERN

Jun 2019 – Oct 2019 | Turin, Italy

- Make an automated build tool for Unity with Git control.
- Built tools for Unity Editor in C#.
- Worked on mechanics for VR and AR projects in Unity.
- Adapting Addressables to the current project for optimization.
- Helping other interns with programming.

LINCE WORKS | GAMEPLAY PROGRAMMING INTERN

Mar 2018 – Aug 2018 | Barcelona, Spain

- Worked on main mechanics for Aragami 2.
- Made shaders for the artists.
- Built the main UI system for the game.
- Worked on a HUD system for the game.
- Conducted research on the Job system and ECS for optimization reasons.
- Built a system that handled all different controllers and input.