



**Rokas Kučinskas**  
Junior JAVA developer

## Contact



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## Social



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## Education

### **Baltic Talents Academy**

JAVA Programming  
2018 May - 2018 Nov

A six month JAVA programming course proved to be both challenging and rewarding. This course introduced us to multiple WEB and software development disciplines and project management methods. Team work ability and social skills were essential in order to succeed in class activities. Although greater emphasis was put on backend development we had a two month module concentrated on frontend development

### **University of Portsmouth**

Computer Games Technology  
2010 Sep - 2013 June

Computer games technology course at the University of Portsmouth comprised of two disciplines - graphics and programming. While I chose to pursue 3D modelling as my discipline I was introduced to basic object oriented programming principles, learned basics in C++ and also OpenGL. Team working ability, time management skills and initiative were crucial in order to succeed in this course. I also got the opportunity to join a team of artists working on a feature film where I further developed my professional ability and organizational skills.

## Projects

### **ATM prototype** Baltic Talents Academy

ATM prototype was a project for one of the JAVA programming course modules that I developed with a teammate. We worked under SCRUM project management methodology. My personal input to the backlog of the project was the ability to securely authenticate the user of the ATM machine using a contactless card where none of the sensitive authentication information would be stored within the program or any of the databases. I encoded RFID card and using NFC technology I was able to achieve this feat.

## Technologies

OOP,	HTML,
Core JAVA,	CSS,
Spring MVC,	JavaScript,
Spring Boot,	jQuery,
REST,	Photoshop,
SQL and JPA,	Git,
JSON	SASS