

Skills and Experience

Languages: English(native speaker), Russian(native speaker), French(Leaving Certificate), Lithuanian(1-6 grade school education in Lithuania)

Programming Languages: Java, C, C++, C#, L^AT_EX, Python

Web Development Languages: CSS, HTML, XML, JavaScript

Web Frameworks: AngularJS, SAPUI5, GWT, Spring, .NET, Django

Operating Systems: Windows (XP, Vista, 7, 10), Linux (Ubuntu, Mint)

IDE: WebStorm, Eclipse, Visual Studio, Dev-C++, NetBeans

Database Development: MongoDB, Oracle, MySQL

Graphics Engines and Applications: OpenGL, Ogre3d, ViconBlade, autodesk 3ds max, Blender

Other: GitHub, Jira, Subversion, SVN, SonarJ

Education

- **Trinity College Dublin** Co. Dublin, Ireland
Masters in Computer Science 2013-2014
 - Relevant courses: Graphics and Console Hardware, Real-Time Animation, Real-Time Rendering, Artificial Intelligence.
 - My Masters research project focused on motion synthesis using a set of basic motions to compute infinite long unique animations using motion graphs.
- **Trinity College Dublin** Co. Dublin, Ireland
B.A. in Computer Science 2009-2013
 - Graduated with **1st Class Honors** and achieved a 1st in three out of four years of my degree.
 - Relevant courses: telecommunications, database design, assembly language, software engineering, computer graphics, distributed systems, data structures & algorithms, functional programming, computer architecture, programming, computer vision, mobile communication as well as multiple individual and group projects.
- **Presentation Secondary School Milltown** Co. Kerry, Ireland
Leaving Certificate 2005-2009
 - CAO Points - 495.

Work Experience

- **SAP** Dublin, Ireland
User Experience and Design - Developer *September 2014 - Present*
 - Currently working on SAP BUILD, a comprehensive set of tools that allow the user to learn, design, get user feedback and publish applications. The project is developed using AngularJS, running on MongoDB. (build.me)
 - Previously worked on xRay, a plugin to Fiori applications improving the experience of users by overlaying the app with a set of hotspots and guided tours using SAPUI5.
 - Some of my jobs included writing quality code, automation (e2e, unit, integration), following agile scrum process, customer assistance and task planning.
- **MasterCard** Dublin, Ireland
inControl - Software Engineer Intern *January 2013 - August 2013*
 - Developing high quality code for a new project from scratch using Google Web Toolkit, Java, XML formatted database calls, Sonar and Subversion.
 - I was part of a 7 people ADAPT team that planned the design for the UI of the project I was working on.
- **GV2 at School of Computer Science and Statistics** Dublin, Ireland
Research and Developer Internship *June 2012 - November 2012*
 - Working on Occlusion Culling in the Metropolis project, a 3D reconstruction of Dublin City Center.
 - Developing using C++, Ogre3d and Vicon Blade 3 fixing motion captures.
- **Symantec** Dublin, Ireland
Software Engineer Internship *June 2011 - August 2011*
 - Working in the SES Department on an internal employee support website system using ASP.NET in Visual Basic, C#, Java as well as Django and Python.

Projects

- **Motion Synthesis Using Relative Joint Distances**
 - Dissertation topic for Masters in Computer Science.
 - I was involved in research and development of a new system to generate new motion capture files from a set of basic ones. The main principle involved evaluation of existing motion capture files based on their similarity to each other and constructing a motion graph which recorded available transition points that are used to blend between two motions.
 - Coded in C++ and OpenGL.
- **Other**
 - Developed a BDI decision making architecture with Machine Learning that uses N-Armed Bandit Problem as its basis idea for a default Hunter bot in Unreal Tournament 2004 in Java.
 - Developing an encrypted game of Tic Tac Toe over a network using M2Crypto for Python x509 certificates and RSA encryption.