



# Simonas Sabaliauskas

## Junior C# Developer

I am beginning my career as a C# Developer, currently improving my skills by integrating my Unity game with .NET Web API (current non-integrated version: [Bring Some](#)). For the past five years, I have been studying Computer Science and Programming independently and through various courses. After exploring roles in Retail, Production, and Logistics, I am now steadily progressing towards the career I have long aspired to achieve.

## Contact

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## Experience

- 2022 Oct - 2023 Dec  
Girteka Europe West  
Customer Care Manager
- 2019 May - 2022 Aug  
AB Pieno Žvaigždės  
Dairy Production Operator
- 2018-2019  
Self-employed  
Delivery courier
- 2016 Aug - 2018 Apr  
UAB Lidl Lietuva  
Salesperson

## Tech skills

- Programming languages: C# (.NET, ASP.NET MVC), C, Python
- IDEs: Visual Studio, Unity
- Databases: SQL (MS SQL Server, SQLite), NoSQL (MongoDB)
- VCS: Git, GitHub
- Web Development: HTML, CSS, JavaScript, Flask (Python), Razor Pages (C#)

## Languages

- Lithuanian (native)
- English (fluent)
- German (basics)

## Education

### 2024 May - June

#### Vilnius Coding School

C# Programming (.NET) - 200 hours (5 weeks)

- I enhanced my knowledge of object-oriented programming, databases and version control using Git.
- The most significant project I worked on was a Car Rental application, which evolved from a Console app to an API and then to a front-end Razor Pages website. I learned to use Dapper and Entity Framework with MS SSMS, and the C# MongoDB Driver for MongoDB.
  - Project link: [Car Rental application](#).
- For the final project, I developed a prototype API to track players and scores in a database for a game, using both relational and non-relational databases for educational purposes. I am currently redeveloping this API for my personal 2D game project, now utilizing only a non-relational database (MongoDB).
  - Project link: [Game Leaderboard API](#).

### 2019 - 2024

#### edX (Harvard Online Course)

CS50x ~ 300 hours (self-paced)

This [course](#) provides a comprehensive and engaging introduction to computer science and programming, which I pursued in my free time while working, also exploring alternative paths like Java and Swift. I earned a [Verified Certificate](#).

- For my final project, I utilized Unity to develop a 2-player Pong game called [PingPong](#).
- One of the most beneficial aspects was learning programming through C, covering data types, arrays, algorithms, memory management, and data structures. Each lesson included practical problem sets to reinforce the knowledge gained.
- I rewrote all C programs in Python, observing how higher-level programming languages trade off program performance for coding efficiency.
- The course also featured a detective-style task using SQL and SQLite, where I solved a crime by querying a database for information
- Additionally, I expanded my skill set by delving into frontend development (HTML, CSS, JS) and integrating Python into websites using Flask.

### 2013-2018

#### Vilnius University

Molecular Biology Bachelor

Bachelor thesis research conducted in [Nature Research Centre](#) in Vilnius.