

KRISTINA STISKAITE

DETAILS

ADDRESS

Jörgensgatan 6A
Gothenburg, 416 70
Sweden

PHONE

+46702652597

EMAIL

stishka@gmail.com

LINKS

[Symbio](#)

[Candle Detective](#)

[LinkedIn Profile](#)

SKILLS

HTML/CSS/JavaScript

Visual studio code

Microsoft Azure DevOps

Microsoft Office

Google Suite

Unity

Agile and Scrum

Analytical Skills

Leadership and Teamwork

Communication Skills

Attention to Detail

Creative Problem Solving

Good time management

LANGUAGES

Lithuanian

● ● ● ● ●

English

● ● ● ● ●

Swedish

● ● ● ● ● ○

EDUCATION

Front End Development, Medieinstitutet

Göteborg, Sweden

Sep 2020 — Present

Game design and Project management, Uppsala University

Visby, Sweden

Sep 2017 — Jun 2020

High school diploma, Ukmerges Antanas Smetona Gymnasium

Ukmerge, Lithuania

Sep 2006 — Jun 2010

EMPLOYMENT HISTORY

Copyright Screener, Epidemic Sound

Remote

Sep 2019 — Present

Responsible to review videos containing Epidemic Sound's music in YouTube's CMS (Content Management System) and take action based on Epidemic Sound's business rules

Assistant branch manager, Pressens Morgontjänst KB

Stockholm

Dec 2014 — Dec 2016

Responsible for managing staff, handling complains, fixing disturbances, ordering office supplies.

Distributor, Pressens Morgontjänst KB

Stockholm

Oct 2013 — May 2018

Responsible for delivering newspapers, packages, letters and reporting disturbances

Waitress, Episkopiana hotel and sports resort

Limassol, Cyprus

Jan 2011 — Feb 2012

Responsible for taking orders, meeting customer demands, ensuring orders were served efficiently, and providing an enjoyable dining experience.

PROJECTS

Candle Detective

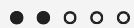
Visby

Apr 2019 — Jun 2019

Project manager (Scrum master), Sound designer for the game project (April – June 2019)

Responsible for project planning, scheduling, organizing meetings, problem solving, helping team members, writing background music for the game, sound design.

Portuguese



HOBBIES

Playing video games

Playing guitar

Writing music

Traveling

Awards won:

Excellence in storytelling at Gotland Game Conference 2019

Best art direction at Gotland Game Conference 2019

Symbio

Visby

Apr 2018 — Jun 2018

Project manager (Scrum master) for the arcade game project (April – June 2018)

Responsible for project planning, scheduling, organizing meetings, problem solving, helping team members, building the arcade booth.

Awards won:

Jury spotlight award, and **Almedalen library award** at Gotland Game Conference 2018

Most innovative newcomer, and **Audience award** at Play 18 - Creative gaming festival 2018

Innovative outlaw award at Bitsummit in Kyoto 2019

COURSES

YouTube Content Ownership, YouTube

Feb 2020 — Feb 2020

YouTube Channel Growth, YouTube

Feb 2020 — Feb 2020

The Complete 2020 Web Development Bootcamp, Udemy

Feb 2020 — Present

Python programming lessons, Python Principles

Feb 2020 — Present