TADAS IVANAUSKAS

COMPUTER SCIENCE UNDERGRADUATE

CONTACT

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[Tadas Ivanauskas (tade-art.github.io)](https://tade-art.github.io)

EDUCATION

OCT 2022 - PRESENT

Lancaster University – Computer Science

KEY SKILLS

Critical thinking
Dependable team-member
Problem-solving
Exceptional communication
Fluent in English and Lithuanian
Fast Learner

INTERESTS

Gaming
Literature
Sports
TV Shows / Movies
Cats

PROFILE

My approach is characterised by meticulous attention to detail, complemented by exceptional observational, organisational, and communication skills. Proficient in Agile and Scrum, I have experience in project coordination, and programming requirements. Fluent in Java and C, coupled with expertise in algorithm design, underpins my technical capabilities.

EXPERIENCE

JUNIOR SOFTWARE TESTER • APRIL 2024 - PRESENT

Lancaster University | Lancaster, Lancashire

My key responsibilities include: Conducting automated functional tests with Maestro, unit tests with Jest, security tests with OWASP ZAP, and accessibility tests with WAVE; Collaborating with developers, product managers, and stakeholders to meet quality benchmarks; Staying updated with testing trends and technologies for continuous improvement; Identifying, documenting, and tracking defects for timely resolution; Developing detailed test plans and strategies and evaluating application performance to ensure optimal efficiency and reliability.

FRONT OF HOUSE STAFF • SEPT 2023 – OCT 2023

The Hive | Colne, Lancashire

I managed dining experiences with exceptional service and attention to detail. My responsibilities included efficiently taking orders and processing payments, showcasing strong organizational and customer service skills. These experiences enhanced my ability to thrive in fast-paced environments while maintaining a professional, customer-centric approach.

JUNIOR GAME DEVELOPER • NOV 2020 – JUNE 2022

That 0282 Place | Burnley, Lancashire

I collaborated with clients to understand their requirements, fostering ideation and strategic planning. Using Construct3, I translated designs into functional games, presenting prototypes for feedback. Employing an agile framework, I facilitated adaptability and iterative enhancements. This experience honed my technical skills and client communication.