

Vilius Drumsta

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Profile

- Interned at Logitech using Unity C# to create VR prototypes
- Bachelor of Science (Honours) in Computer Games Development with First Class Honors
- 3+ years of experience developing software and games
- Won multiple Game Jams: Cork GameCraft 2016 (1st place), Galway Game Jam 8 (2nd place) Games can be found at www.vdrumsta.com and GitHub www.github.com/worm00111
- Self-learned Unity with which I created multiple Multiplayer and VR Games

Education and Qualifications

Bachelor of Science (Honours) in Computer Games Development, (2015 – 2019)

University of Limerick, Castletroy, Co. Limerick, Ireland

First Class Honours - Full transcript available upon request

Leaving Certificate, (2009 – 2015) Finished with 450/600 points

Coláiste an Chraoibhin, Duntahane Rd, Duntahane, Fermoy, Co. Cork

Honours: Maths, Physics, Economics, Lithuanian

Work Experience:

Amadeus IT Services UK Limited - <https://amadeus.com/en>

Software Engineer Intern (June 2019 – Present)

- Focused on the backend of the company's customer management solution that orchestrates the world's air travel, developing with C++ and Python
- Contributed effectively following a service-based architecture to deliver an industry leading product that offers a wide feature set while maintaining high availability
- Help the team focus on goals and facilitate debates as Scrum Master

Created an online multiplayer prototype to allow an interactive

Logitech Ireland Services Ltd - <https://www.logitech.com/en-us>

Software Engineer Intern (January 2018 – September 2018)

- Using Unity to create Virtual Reality prototypes such as a model sculpting and mark-up
- Created an online multiplayer prototype to allow an interactive whiteboard experience
- Developed an interaction system in Unity which allowed for quick structuring of triggers and actions for quick prototype development

ProStrategy - <https://www.prostrategy.ie/>

Junior Data Analyst (June 2017 – July 2017)

Skills Profile

Programming Languages:	C#, Java, Lua, HTML, C, C++, GoLang, OpenGL, Python
Software:	Visual Studio, Unity, Corona, Git, Android Studio, PowerBI
Problem Solving:	Strong analytical skills and capacity for research. Pay close attention to detail.
Communication:	Excellent verbal and written communication skills attained through work experience and college assignments to date.
Teamwork:	Excellent team working and problem solving skills, developed through group work in college and through work experience as part of my Scrum Master role.
Organisation/Planning:	Ability to manage multiple projects efficiently, and to meet strict deadlines. Developed through following SCRUM methodology.
Interpersonal:	Patient, can get on with a wide range of people, good listener and able to support and motivate others.

Project Work:

Involved in various project work at university, presented for peer and academic evaluation.

Worked on individual and group projects using a wide array of software and coding languages:

- Model sculpting, and mark-up application using virtual reality developed with Unity
- Online Multiplayer whiteboard drawing experience using virtual reality developed with Unity
- Multiplayer VR Sword Fighting Game with full body visualisation using Inverse Kinematics
- Wild west adventure game in the vein of Zork game with a GUI using C++ and Qt
- Multi-platform distributed networks project using a web application which communicates with a MySQL database, to allow networked play between android and java clients

Working as part of these and my other game projects has greatly enriched my teamwork skills and ability to manage multiple projects professionally, and to meet and exceed targets.

Interests & Achievements:

Board/Digital/Programming Games, Game Jams, Participating and Running D&D Sessions.

Volunteering as a class representative to act as a contact point between class mates and members of staff.

Ran support classes where I teach students Java Programming and Computer Organisation, as well as help students with their Unity, Java, and C++ projects.

References available upon request