Tomas Utaravicius

GAME DEVELOPER

Contact

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Education

BSc in ICT Engineering   2016 – 2020

VIA University College

Specialization in Game Development using Unity and Unreal Engine

Unity
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C#
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Unreal Engine
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Blender
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3D Math
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Git
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Summary

A software developer with a BSc degree in ICT engineering, specializing in game development with a proven track of building B2B game products. Over 5 years of experience with game engines and its tools, expertise within mobile, PC, VR/AR platforms.

Key Competencies

Resourceful

My expertise lies in finding a pragmatic solution in a variety of challenges.

Result-oriented

Responsibility motivates me to succeed. I am capable of working independently and in teams, driving projects forward and achieving the end goal.

Work Experience

Innopixel ApS   Mar 2023 – Present
Unity Developer

- Developing an educational game experience for Quest 2
- Implementing and designing UI/UX
- Optimizing graphics and code performance for Meta store publishing

PieLab ApS   Jun 2020 – Mar 2023
Unity Developer

- Mobile, VR, AR game development
- Full product delivery cycle for B2B
- Experience with implementing gameplay features, core game architecture

Learnmark Horsens   Feb 2019 – Jan 2020
VR Developer

- Designing and implementing core game architecture
- Designing and implementing UX for VR simulators
- Setup of VR hardware and assistance during showcases and presenations

Visometric   Aug 2018 – Jan 2019
VR Developer

- VR Archviz development using Unreal Engine 4
- Developing core features for VR tours
- Product performance optimization