

Vilius Drumsta

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Profile

- Bachelor of Science (Honours) in Computer Games Development with 3.58/4 QCA
- Created 6 games using Unity and Corona. Can be found at www.vdrumsta.com
- Won multiple Game Jams: Cork GameCraft 2016 (1st place), Galway Game Jam 8 (2nd place)
- Run support classes where I teach students Java Programming and Computer Organisation

Education and Qualifications

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

University of Limerick, Castletroy, Co. Limerick, Ireland

Modules:

Computer Organisation 1	A2	Operating Systems	A2
Computer Organisation 2	A1	Information Modelling and Specification	A1
Programming 1	A1	Computer Games Programming	A2
Programming 2	B1	Virtual Worlds	A1
Object Oriented Development	A2	Representation and Modelling	A1
Computer Science	A1	Software Testing and Inspection	B1
Games Modelling Design	A2	Mobile Application Development	B1
Discrete Mathematics	B1	Database Systems	A1
Computer Mathematics	B1	Computer Graphics	A1
Statistics for Computing	B2	Computer Networks	A2

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

Coláiste an Chraobhain, Duntaheen Rd, Duntahane, Fermoy, Co. Cork

Honours: Maths, Physics, Economics, Lithuanian

Work Experience:

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

Junior Data Analyst (June 2017 – July 2017)

- Researching and learning Microsoft PowerBI
- Using PowerBI to create interactive data visualisation reports.
- Writing SQL code to organise and sort a database of phone numbers. Required close attention to detail.

PC Clinic Fermoy

Computer Repair Technician (June 2013 – July 2013)

- Installing hardware and software systems
- Maintaining and repairing equipment
- Troubleshooting a variety of computer issues
- Working in a team

Skills Profile

Programming Languages: C#, Java, Lua, HTML, CSS, C, C++, GoLang

Software: Visual Studio, Unity, Corona, Eclipse, Git, Android Studio, PowerBI

Certification:
77-882: MOS: Microsoft Office Excel 2010
77-887: MOS: Microsoft Office Word 2010 Expert

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. Recognise the importance of goal setting and contributing to ensure team success.

Organisation/Planning: Ability to manage multiple projects efficiently, and to meet strict deadlines.

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:

- Created a local multiplayer game for Games Fleadh Competition
- Created a platformer game based on Noah's Ark

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:

Jogging, Fencing, 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.

References available upon request