

CONTACT DETAILS

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Demo reel: https://youtu.be/Si1O91P_Zqw

Portfolio: <http://mindaugaskadzys.com/>

Github/Code: <https://github.com/mindaugaskadzys>

Languages: English (native proficiency), Lithuanian (native)

UNIVERSITY EDUCATION

Date (from – to): 09/2015 – 08/2016

Name and type of organisation: Birmingham City University

Title of certification awarded: MSc Video Games Development (Gamer Camp)

Relevant Subjects learned in University:

- Worked on a 2 month long project in a team of 3 programmers, 3 producers and 5 artists to develop a single-screen puzzle platformer “God send” for iOS/Android using Cocos2d-x (C++) and Box2D on top of Marmalade SDK;
- Currently working on an 8 month long PlayStation 4 racing game project in a team of 6 programmers, 6 producers/designers and 11 artists using Sony’s PhyreEngine (C++);
- Used Hansoft for Agile project management and Perforce for version control;
- Acted as liaison for the code team, helped manage dependencies and schedules;
- Applied patterns such as FSMs and Event systems, Defensive programming techniques, high-performance C++ techniques, followed a set of Coding Standards within the team;
- Worked closely with designers and artists to develop gameplay systems, create a data-driven development pipeline and create tools for the team to explore gameplay ideas;

Date (from – to): 09/2011 – 06/2015

Name and type of organisation: Heriot-Watt University

Title of certification awarded: BSc Hons Computer Science, First class degree

Achievements in University:

- 89% average score in the courses studied, top student in all years of degree;
- Awarded the Watt Club Medal for exceptional merit and distinction in final year of studies;
- Awarded the Systems Consultants Ltd Prize for top student in final year of studies;
- Awarded Certificates of Merit in first, second and third years of degree;
- Awarded the ICL prize for top student in first year, and the Scott Logic prize for best year-long software project in third year;

Relevant Subjects learned in University:

- Learned low-level C/OpenGL/Scene graphs/Rendering pipeline at the Computer Graphics course, produced a 3D Bison animal model and implemented a running animation for it as part of coursework. The course taught matrix arithmetic, 3D vector maths and transformations, perspective projection operations, etc.;
- Gained experience with C++ in the Games Programming course, implemented game algorithms such as Second order dynamics, Collision detection, Particle systems, Flocking, A* path-finding. I also studied FSMs, Nav-meshes, Goal-oriented AI systems in the course;
- Strong knowledge of OOP, Data Structures and Algorithms, reinforced with implementing trees, maps, graphs, lists, queues and stacks, as well as sort and search algorithms;
- Studied multi-threaded programming with C in the Operating Systems and Concurrency course, where I implemented Mutex locks and semaphores on problems such as the consumer-producer scenario;
- Other languages I worked with: Java, C#, ActionScript, JavaScript, Python, Assembly.

RECENT GAME DEVELOPMENT EXPERIENCE

Title: Xtreme Drone Racing (PlayStation 4, 2016)

URL: <http://mindaugaskadzys.com/xtreme-drone-racing>

Description: 3D arcade racing game I am working on using Sony's PhyreEngine (C++) in a team of 22 people over the course of 8 months. I developed the entity-component based framework on top of Phyre, the vehicle model along with a significant toolset for the design, game modes and scoring systems, progress saving systems via the PlayStation 4 SDK and various menus.

Title: God send (iOS/Android, 2015/2016)

URL: https://play.google.com/store/apps/details?id=com.GamerCamp.GodSend&hl=en_GB

Description: 2D single-screen puzzle platformer I developed in Cocos2d-x/C++ with a team of 11 people over the course of 2 months. I developed the character controller, various gameplay mechanics, VFX, audio manager, physics, OGMO level editor integration and the Android port.

Title: Shooty Space (Windows 10, Search for a Star competition 2016)

URL: <https://www.microsoft.com/store/apps/9NBLGGH4QHRR>

Description: Infinite shoot-em-up developed using Unity/C# in 5 days for the competition semi-finals. This was a solo project, so I implemented all of the gameplay systems, a robust and extensible FSM-based AI system and an L-system based random power-up system.

Title: Dungeons of Rogueness (PC, 2015)

URL: <http://mindaugaskadzys.com/dungeons-of-rogue>

Description: 2D rogue-like developed in Unity/C# with a team of 5 people at a 36 hour game jam. I developed the character controller, combat mechanics and the procedural dungeon generator.

WORK/SOFTWARE DEVELOPMENT EXPERIENCE

Date (from – to): 06/2014 – 09/2014. Summer Internship

Employer: IBM, Li Ming Building, Hi-Tech Park, Nanshan District, Shenzhen, China, 518057

Occupation or position held: Project Management/Market research

Main activities and responsibilities:

- Supported the Project Manager on a big software project in their absence;
- Constructed market research templates, Produced market intelligence reports;

Date (from – to): 09/2013 – 05/2014

Employer: Team project at University

Occupation or position held: Project lead, front-end, network and back-end developer

Main activities and responsibilities:

- Developed an oil-field visualisation system in a team of 6. I led the project, worked on the AngularJS (JavaScript) front-end, web socket based network layer and the Java-based back-end. The system won the Scott Logic award for best year-long project.

Date (from – to): 09/2012 – 02/2014. Mainly part-time, full-time during summer

Employer: Xtraordinary Networks Ltd., 6 The Clocktower Estate, EH12 9LB, Edinburgh, UK

Occupation or position held: Systems Administrator, Linux Engineer, Tech Support

Main activities and responsibilities:

- Gained extensive work experience with Linux via terminal, including BASH scripting;
- Documented work done and produced how-to-guides via tools such as JIRA, Confluence;
- Trained new employees about the basic tasks and common issues encountered at work;

EXTRA-CURRICULAR ACTIVITIES

- Founded and ran the Heriot-Watt Games Development Society in late 2014.
- In my spare time I am a gamer, cinema fanatic and board game geek.