



PAULIUS
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PROFILE

With 6 years of professional experience in video game development, I've successfully launched 7 mobile games, 1 PC game, and a vertical slice for a VR game. During that time I have also worked at a successful game studio "Estoty," where I played a role in developing mega hits such as "House Paint" and "Jelly Shift," each amassing over 100 million downloads.

Through my active involvement in Global Game Jams, I consistently collaborate with various creatives, improving my strength as a team player. Adaptability, honesty, and a friendly attitude are the key attributes I bring to the workplace.

WORK EXPERIENCE

Lucky Kat

Game developer (2024 – Ongoing). Responsibilities:

- Gameplay and UI programming
- Animation implementations
- Making Android, iOS and Web builds
- Participating in brainstorming sessions
- Playtesting and implementing improvements

Multimedia Mark

Freelance Unity/VR developer (2021 – 2024). Responsibilities:

- Creating a vertical slice for a VR game
- Developing interactive applications with game mechanics

In 2023, during the company's business trip to GDC in San Francisco I made numerous new connections and presented a VR game to potential publishers.

Moorland games

Freelance game developer, team lead (2020 – 2024). Responsibilities:

- Prototyping new ideas
- Developing and launching mobile games
- Integrating analytics, ads and other SDKs
- Building games for Android and iOS
- Managing tasks, leading a team of 4

Estoty Vilnius

Game developer, level designer (2019-2020). Responsibilities:

- Prototyping new games
- Developing gameplay and UI
- Designing levels for games
- Integrating SDKs

EDUCATION

Vilnius University

Computer Science
pre-masters
2017 - 2018

Vilnius College

BA in Electronics
2008 - 2012

SKILLS

C# and Unity

Git

Level design

DOTween, UniTask libraries

Addressables

Third party SDK integration

Prototyping

Jira, Trello

Leading a small team

KPI testing

Teaching, explaining
concepts

Server communication