

Martynas Balciunas

Computer Games Developer / Programmer

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ABOUT ME

I am a Computer Games Development Student at the University of Westminster, dedicated to mastering the technical and creative aspects of game design and programming. My Academic background has given me a solid understanding of fundamental principles, including Programming, Game Design, Basic 3D Modelling, Game Enterprise and Industry Standards.

EDUCATION

BSc Computer Games Development

University of Westminster

(Expected: Sep 2023- May 2027)

The course covers group projects, independent work, asset creation, and an opportunity to work with multiple engines and tools. It contains mathematical and algorithmic modules as well as object-oriented programming.

Expected Degree: BSc (Hons)

Skills

- **Programming Languages:** C++, C#
- **Development Tools:** Unity, Git, Visual Studio
- **Software:** Microsoft Suite, Google Workspace, Discord
- **Soft Skills:** Teamwork, Time Management, Patience, Problem Solving
- **Domain Knowledge:** Games Development, IT Literacy
- **Additional Skills:** Excellent Communication, Quick Learner, Game Development

RELEVANT EXPERIENCE

University Game Project - "Thanatos"

Lead programmer

- Led programming efforts for Thanatos, a 2D platformer with puzzle aspects; successfully addressed challenges, fostering teamwork and adaptability.
- Worked with documentation relating to business practices, budgeting, design, and game testing.
- Collaborated in a team of 5 to achieve an MVP of our game idea within the project's deadline.

Game Project: "Tsumi no Nami"

Independent project

- Developed a game demo, independently, showcasing proficiency in C++ and Unity.
- Enhanced problem-solving abilities and learned to tackle development obstacles with patience.
- Designed and executed a full game concept based on a specific brief.

WORK EXPERIENCE

Sales Assistant - Barbour

(Expected: October 2024 - January 2025)

Gained customer service experience in a high-traffic retail environment, enhancing skills in problem-solving, multitasking, and managing stressful situations.

Volunteering

Student volunteer - Digital Schoolhouse

(July 2024)

Assisted teachers at an event focused on introducing children to the games industry, managing schedules and ensuring smooth operations for the event.

References:

Available upon request.