RokasGudavičius

contact

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languages

Lithuanian (native)
English (native)

programming

♥ Python ♥
C#
Java
C++
C
MySQL/SQL
Haskell

personal projects

haiku-twitter-bot
java-game-engine
wallpaper-crawler
student-database

hackathons

GGJ 2017
GUTS 2017
Oxford Hack 2017
Hack The Burgh 2018
CreatED 2018
HEX 2018
GGJ 2019

experience

2017–Present **Clockwork Trader ApS** Copenhagen, Denmark
Remote Back-End Developer
Financial instrument trading platform startup incorporating cryptocurrencies. Company of 3 people total. Remote work. Responsible for the main functionality of the system, such as price feeds, calculations, exchange rates, database updating scripts, as well as sending relevant data to the user. Main fields I was involved in include:

- API – public and internal access to our services via requests (C#)
- WebSockets – utilized to provide users with newest prices in real time (Django)
- Database interface & management (MySQL)

2018–Present **CompSoc** Edinburgh, United Kingdom
Vice President
Biggest technology society in Scotland. Provided experience in a wide variety of fields. Improved my organizational, time management and even social skills. Some of my main responsibilities include:

- Organizing monthly Student Tech Meet-Ups with guests from industry, academia and student body
- Advertising to potential sponsors & society members.
- Working in a tightly-knit team with other committee members.

2018–Present **IT Helpdesk @ University of Edinburgh** Edinburgh, United Kingdom
Student IT Assistant
This position has an especially good team dynamic which helped me learn to work with other people more effectively.

education

2017–2021 **B.Sc.** in Computer Science *University of Edinburgh*
1st Year A2 average

project highlights

2018 **CreatED Hackathon** Institution
First hardware hackathon I participated in. Learned to control a 12V motor and to read colors from a light sensor both connected to Raspberry Pi and programmed using Python. Result was a "vinyl player" that queues up and plays a certain track based on a color it detects and spins a cardboard "record" while it plays.

2018 **HEX** Eindhoven, Netherlands
Was making a training and tracking app for people with cramps and Parkison's disease utilising the Leap motion hardware. It presented a unique challenge of quickly learning a new API and applying it to a project. Combined technologies like Machine Learning, WebSockets and motion-tracking.

2017 **Java Game Engine Project** Institution
Decided to learn Java for a university course in a more exciting way. Wrote a 2D game engine from scratch, starting from rendering and ending with in-game level editing. Currently the engine can render a map, sprites, allow the character to move and fire bullets that damage enemies and create particle effects. Also has a tile map editor that saves a compressed representation of the level. Learned a lot about OOP and structuring code for re-use and readability. Still WIP.