

Andrius Mitkus

Software Engineer

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<http://mitk.us>

Experience

- 2017 Feb – **Freelancer**
Now Consulting clients on computer vision and graphics projects.
- 2014 Dec – **Software Engineer** GOOGLE INC.
2017 Jan Worked on YouTube logs infrastructure, mostly did big data and distributed systems programming.
- 2013 Sep – **Programmer** UNITY TECHNOLOGIES
2014 Apr Did graphics programming for the Unity3D game engine, focusing on Windows Phone 8 and other Direct3D 11 platforms.
- 2011 Dec – **Programmer, Co-founder** QBCODE
2013 Aug Co-owner of a small mobile games studio. Did programming and game design, released three iOS titles, including one published by a major mobile publisher.
- 2011 Feb – **Programmer** ON5
2011 Nov Worked on iOS tower defense game Spice Bandits. Did audio compression, UI systems and other tasks. Later worked on Android social game for a big external contractor.

Skills

- Best at C, Lua
Great at Go, C++, OpenGL, Direct3D
Can do C#, Unity, Python, Node.js, TensorFlow
Interested in AI, Algorithms, Math, Game design, Storytelling, Board games

Free time projects

- dgreed <http://bitbucket.org/mitkus/quibble>
Multiplatform 2D game engine running on Windows, Linux, OS X, iOS and Android. Used in more than 20 games, including some commercial ones.
- cvekas <http://code.google.com/p/cvekas>
3D graphics engine for Windows, used in two non-interactive real time CG demos. Written in C++, using Direct3D 9.

Achievements

- 2013 55th overall place out of 2213 in Ludum Dare 27
2010, 2011 ACM ICPC semifinalist
2006, 2008 2nd place winner, Lithuanian Olympiad in Informatics