

Andrius Mitkus

Software Engineer

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<http://mitk.us>

Experience

- 2017 Nov – **Software Engineer** LIGHTBEND INC.
Now Working on development tools for distributed software running on computer clusters.
- 2017 Feb – **Freelancer**
2017 Nov Consulted clients on computer vision and graphics projects.
- 2014 Dec – **Software Engineer** GOOGLE INC.
2017 Jan Worked on YouTube logs infrastructure, mostly made systems for big data crunching.
- 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 things. Later worked on Android social game for a big external contractor.

Skills

- Most recent Go, Kubernetes, C, Rust, Lua
Proficient in C++, C#, GPU Programming, Machine Learning, Low-level Programming

Code examples

- Day job <https://github.com/mitkus>
Open sourced parts of cluster monitoring and distributed application build tools.
- Hobby & Freetime <https://bitbucket.org/mitkus>
Mostly game development and little experiments ranging from compilers to emulation.

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