



Kasparas Eidukonis

Games Programmer

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SKILLS

Code

C++ | C# | Java
Lua | PHP | JavaScript
HTML | CSS

Libraries

Wwise
OpenGL | OpenAL
Unity | Snowdrop

IDEs

Visual Studio
Eclipse | IntelliJ

Build / VC / CI

Git | Perforce
Gradle | Jenkins
Sharpmake

PROFESSIONAL EXPERIENCE



Ubisoft Massive (2019 – Present)

Malmö, Sweden

Senior Audio Programmer (2023 - Present)

Audio Programmer (2021 - 2023)

Junior Audio Programmer (2019 - 2021)

Designing, implementing and maintaining audio features in collaboration with the sound designers for the Snowdrop Engine for several in-development titles on PC, PS5 and Xbox

- **Avatar: Frontiers of Pandora**
- **Star Wars Outlaws**



Aresi Labs (2016 – 2017)

Vilnius, Lithuania

Contract VR Application Development in Unity (C#)

- A VR application for home Epley treatment of benign paroxysmal positional vertigo
- A VR wave-based shooter game with cross-platform local multiplayer support



UAB Baifoteka (2016, 2018 – 2019)

Remote Work

Contract Android/iOS Application Development (Java / C#)

PERSONAL PROJECTS

Detailed project descriptions available in my online portfolio at kasparas.eidukonis.eu

Game Engine (2018 – Present)

Java-based game engine with ImGui based editor features

- Rendering implementation with OpenGL using native bindings provided by LWJGL3
- OpenAL based audio implementation
- All PC platforms supported (Windows / Mac / Linux)

“Heavy Rain” Engine Remake (2017 – Present)

A work-in-progress re-implementation of the Quantic Dream engine used to run the PS3 version of Heavy Rain from the original game data files on PC

(unreleased educational project)

- Lua framework for precompiled game scripts
- Support for custom mesh, texture, shader and animation compressed data formats
- Forward-shaded multi-viewport rendering pipeline
- Sequences (dialogue, choice events (story branching), audio, animations, Lua events, videos)
- UI Rendering

EDUCATION

Music Performance (Cello) (2018 - 2019)

(a year of studies towards a Bachelor of Arts)

Koninklijk Conservatorium Brussels, Belgium

Secondary Education (2014 – 2018)

National M. K. Čiurlionis School of Arts, Lithuania