


Personal Data

Name:	Girts Kesteris	
Age:	29	
Birth date:	20. July 1990	
Sex:	Male	
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Contact telephone:	+371 27706909	
Level of education:	Higher education (master)	
Current job status:	Freelancer	
CV modification date:	12. June 2020	

Secondary education

Smiltene Gymnasium		
Period of studies:	2006 - 2009	
Additional information:	Focus on IT, mathematics and science	

Higher education

Vidzeme University of Applied Sciences		Master
Major:	2018 - 2020, Virtual Reality	
Minor:	Programming	
Additional information:	Professional masters degree in Virtual reality and smart technologies	
	My masters thesis "Porting existing fast-paced action game mechanics to virtual reality" received grade 9/10, also i received recognition for excellently created masters thesis, good and excellent achievements during study process and participation in study program creation.	
	Weighted average mark: 8.76	
Vidzeme University of Applied Sciences		Bachelor
Major:	2009 - 2013, Information Technology	
Minor:	Programming	
Additional information:	My bachelor work "Three dimensional game prototype development in Unity game engine, using open and free tools" received maximum grade.	

Additional training

Wakaru Oy		
Topic:	ITIL Foundation v3, in year 2013	
Additional information:	Licence no. DF130027	

Work experience

01/2015 - Still working (5 years and 5 months)	Vidzeme University of Applied Sciences	Lecturer in development of 3D interactive environments
Job description:	Covering: * Basics of 3D CGI; * 3D Math; * Unity game engine; * AR / VR;	
02/2017 - 05/2020 (3 years and 3 months)	OrangeLV	Senior Unity developer

Job description:	Backend development using Unity game engine Creating XR solutions Project management	
12/2016 - 03/2017 (3 months)	Nakamaru Ltd	Senior Unity Developer
Job description:	GrimNova game backend development using Unity game engine	
Additional information:	Contract work	
Company data:	private enterprise	
09/2016 - 12/2016 (3 months)	Beetroot Lab	Senior Game Developer
Job description:	Game content programming in Unity C# Game design and mechanics Problem solving	
Company data:	Computers / IT / Internet, private enterprise, 30-100 employees	
09/2013 - 09/2016 (3 years)	Creative.gs	CTO
Job description:	Technical project management; Backend programming; Software Architecture; Database Design; BDD; TDD; And beyond complex terms -> Being creative	
Company data:	private enterprise, < 30 employees	
08/2015 - 12/2015 (4 months)	Miniclip	Unity Developer
Job description:	Contract work to create a Minecraft-like game. Result -> http://miniclip.com/games/minicraft/en/#t-sd	
Reason for leaving:	Project completed	
06/2012 - 09/2013 (1 year and 3 months)	AS "Itella Information"	Application Specialist
Job description:	Working in Production / Service Operation; Emergency changes, incident, change and problem management.	
Company data:	international enterprise, > 500 employees	
11/2011 - 06/2012 (7 months)	SIA "Baltic Open Solutions Computer Programmer Center"	
Job description:	International Project "Rural Inclusion": Java, Ontologies, development of paowl semantic editor http://sourceforge.net/projects/paowl/ http://www.rural-inclusion.eu/	
Company data:	private enterprise, 30-100 employees	
10/2011 - 05/2012 (7 months)	SIA "SunGIS"	Computer Programmer
Job description:	Programming in Python for GIS using GDAL library	
Company data:	private enterprise, < 30 employees	

Expectations for future job

First preference	Information technology
Preferred occupations:	Computer Programmer
Suitable working time:	Full-time work
Location:	Home office, Rīga, Rīgas rajons
Availability for starting work:	Negotiable

Language skills

Native language:	Latvian				
English	Interaction: C1 very good	Production: C1 very good	Reading: C1 very good	Listening: C1 very good	Writing: C1 very good
Usage:	every day				
German	Interaction: B1 average	Production: B1 average	Reading: B1 average	Listening: B1 average	Writing: B1 average

Computer Skills

Medium:	C++, iOS, JavaScript
Specialist:	.NET, Android, ASP.NET, Java, PostgreSQL, Python, SQL, UNIX
Expert:	C#, Git, Ruby
	Expert: Unity, Blender

Driver's licence

Obtained categories:	B
Driver's licence since:	2016 (4 years)
Possibility to use personal car:	No

Personal qualities

Strengths:	<ul style="list-style-type: none">* Enthusiastic in Game development field;* Adaptive - easy to adapt in situations and people;* Responsible - i do things with care. <p>If required i can take leader role</p>
Weaknesses:	<ul style="list-style-type: none">* Workaholic - sometimes cant get away from work;* Perfectionist - sometimes get too much into details;* Self-rigorous and i ask that from other people too.
Interests and hobbies:	3D, games, game development, VR, AR

Publications

Porting existing fast-paced action game mechanics to virtual reality (2020)
Three dimensional game prototype development in Unity game engine, using open and free tools (2012)