

Tomas Savickas

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Personal projects can be found on my portfolio page here.

Experience

d3t Ltd.

Runcorn, United Kingdom

PROGRAMMER

Sept. 2023 - Present

- Systems/graphics team member on an **undisclosed AAA title on a proprietary engine.**
- Core tech team member on an **undisclosed Unreal Engine 5 AAA title.**
 - Memory profiling, automated memory tracking test and report generation development.

ASSOCIATE PROGRAMMER

Sept. 2022 - Sept. 2023

PROGRAMMING INTERN

Jul. 2020 - Sept. 2021

- Shipped **Hogwarts Legacy**, Unreal Engine 4 title on PC, Xbox Series and PlayStation5.
 - Code owner of a PlayStation5 specific game feature. Developed from design to shipped implementation. Wrote and maintained supporting automation and validation jobs on TeamCity with along with in-game tooling for QA.
 - Performance inspection tool development for developers and QA with ImGui.
 - Performance and graphics optimizations, bugfixing for PlayStation5 and Xbox Series consoles. Using RenderDoc, Razor GPU, PIX and Unreal Insights.

Shout Platform Ltd.

Manchester, United Kingdom

BACKEND SOFTWARE ENGINEERING INTERN

Feb. 2019 - Jun. 2020

- Developed and thoroughly tested various backend APIs for Shout Platform using ASP.NET Core and MongoDB.
- Developed a validation library for backend and frontend along with documentation and automation tools.
- Set up and maintained automated tests using TeamCity.

UAB Visava

Kaunas, Lithuania

AUTOMATION ENGINEER

Jun. 2018 - Oct. 2018

- Developed AutoCAD automation plugins using C# resulting in 66% productivity increase of civil-engineers.

Voluntary work

National Student's Academy

Lithuania

COMPUTER SCIENCE SECTION MANAGER

Feb. 2023 - Present

- Organising lectures for most academically distinguished students in Computer Science field in Lithuania.
- Mentoring students – helping plan and execute semester-long projects.

Education

The University of Manchester

Manchester, United Kingdom

BSC IN COMPUTER SCIENCE WITH INDUSTRIAL EXPERIENCE

Sept. 2018 – Jul. 2022

- Bachelor's thesis in "Transparency in Deferred Rendering Pipelines" graded at 90%.
- Completed the degree with First Class qualification.
- Received a Certificate of Excellence for graduating at the top 10% of the year.

Kaunas University of Technology Gymnasium

Kaunas, Lithuania

HIGH SCHOOL

Sept. 2014 – Jul. 2018

- Part of special Computer Science focused class. Completed BSc level OOP courses at Kaunas University of Technology for highest marks.
- Exams: Information Technology - 100 (A*); English - 100 (A*); Physics - 96 (A*); Maths - 93 (A).

Skills

Programming languages and DSLs

C++, C#, C, Python, Zig, GoLang, Rust, GLSL, SQL.

RenderDoc, PlayStation Tool Suite, PIX,

Unreal Engine 4/5, Unity3D, AutoCad,

Perforce, Git,

TeamCity.

Software

Languages

Lithuanian, English.