



## Curriculum Vitae

### Personal information

First name(s) / Surname(s) **Denis Bolkovskis**  
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Date of birth 28 Sep 81

### Desired employment / Occupational field

**Programmer**

### Work experience

Dates	2008 - 2010
Occupation or position held	<b>Game Project Manager</b>
Main activities and responsibilities	Two completed projects (soon to be published): Monster Buster Club (Wii, PC, PS3, Xbox360); 101in1 Megamix (PSP). <ul style="list-style-type: none"><li>• Game Design document writing.</li><li>• Game mechanic and level layout planning.</li><li>• Project tasks planning and assignment.</li><li>• Developer team management.</li><li>• Submission of master builds to Sony and Nintendo.</li><li>• Continuous build system (CruiseControl.NET) integration.</li><li>• Organizing junior developer mentoring.</li><li>• Organizing code reviews.</li><li>• Quality assurance process management.</li></ul>
Name and address of employer	UAB Ivolgamus Vilnius Vilnius (Lithuania)
Dates	2003 - 2007
Occupation or position held	<b>Game Programmer</b>
Main activities and responsibilities	Worked on three published multi-platform game projects: Falling Stars (PS2, PC); Barbie as The Island Princess (PS2, PC, Wii); Shrek's Carnival Craze (PS2, PC, Wii). <ul style="list-style-type: none"><li>• Game framework programming.</li><li>• Asset loading and management system programming.</li><li>• Game characters input and world interaction programming.</li><li>• Game level loading programming and loading speed optimizations.</li><li>• Character animation management system programming.</li><li>• GUI programming.</li><li>• Game mechanics programming for number of mini games.</li><li>• NPC AI programming and scripting.</li><li>• Game optimization for memory and performance.</li><li>• Level scripting and editing.</li><li>• Multi platform programming.</li><li>• Game localization implementation.</li><li>• Development of PC installers for several projects (using NSIS).</li></ul>
Name and address of employer	UAB Ivolgamus Vilnius Vilnius (Lithuania)

<b>Personal skills and competences</b>	
Technical skills and competences	<p>Solid experience in planning and implementation of all aspects of video games. Game Design Document writing experience. Knowledge of tools and techniques used in game development (3ds Max, Photoshop, various image and video processing software). Knowledge of console title submission and QA processes.</p>
Organisational skills and competences	<p>Solid project planning experience and knowledge. Solid experience in project and team management and event organization (leading a team of 14 people). Good communication skills.</p>
Computer skills and competences	<p>Good knowledge of console platform architecture (PS2, PS3, PSP, Wii). Excellent knowledge of C and C++. Familiarity with game development API's and libraries: DirectX, OpenGL, ODE (Open Dynamics Engine).</p>
Other skills and competences	<p>Interest in newest game titles and technologies. Participation in active urban games, both as a game author and a participant (<a href="http://en.cx/?lang=en">http://en.cx/?lang=en</a>)</p>
Artistic skills and competences	<p>Some experience in video and image editing.</p>
Mother tongue(s)	<p>Lithuanian, Russian</p>
Other language(s)	<p>English. Excellent reading, good writing and verbal skills. Polish. Good verbal skills.</p>
<b>Education and training</b>	
Dates	<p>2003 - 2005</p>
Title of qualification awarded	<p>Master in Engineering Informatics</p>
Name and type of organisation providing education and training	<p>Vilnius Gediminas Technical University (Lithuania)</p>
Dates	<p>1999 - 2003</p>
Title of qualification awarded	<p>Bachelor in Engineering Informatics</p>
Name and type of organisation providing education and training	<p>Vilnius Gediminas Technical University (Lithuania)</p>