

# NARVYDAS JERUSEVIČIUS

## GAMEPLAY PROGRAMMER

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### SUMMARY

I am a gameplay programmer specializing in gameplay mechanics implementation and translating ideas into playable features. I have experience in C++ and Unreal Engine, with whom I have been working for the past 4 years.

### EDUCATION

**BACHELOR OF INFORMATICS SCIENCES,  
MULTIMEDIA DESIGN**

Vilnius Tech, 2024 – Present

### EXPERIENCE

#### OUTOKUMPU | JUNIOR AUTOMATION SPECIALIST

Vilnius, LT, 2025 – present

As a Junior Automation Specialist, my main goal is to support the Procurement Team by designing and implementing easy-to-use automation tools to improve operational efficiency and reduce manual workload.

#### OUTOKUMPU | PROCUREMENT INTERN

Vilnius, LT, 2025 – 2025

As a Procurement Intern, I managed day-to-day procurement activities such as purchase requisitions, purchase orders and vendor coordination within SAP ERP.

### VOLUNTEERING

#### VILNIUS TECH SA FMF | MARKETING TEAM MEMBER

Vilnius, LT, 2024 – 2025

#### ALYTUS MUSIC SCHOOL SYMPHONY ORCHESTRA "SVAJONĖ" | TROMBONE PLAYER

Alytus LT, 2021 - 2022

### SKILLS

- C++ (Advanced)
- Unreal Engine (Advanced)
- Unity (Advanced)
- C# (Intermediate)
- Communication skills (Expert)
- Teamwork (Expert)
- Lithuanian (Native)
- English (Fluent)
- German (Basic)