



PAULIUS  
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## PROFILE

With 5 years of professional experience in video game development, I've successfully launched 7 mobile games, 1 PC game, and a vertical slice for a VR game. During that time I have also worked for a successful game studio "Estoty," where I played a role in developing mega hits such as "House Paint" and "Jelly Shift," each amassing over 100 million downloads.

Through my active involvement in Global Game Jams, I consistently collaborate with various creatives, improving my strength as a team player. Adaptability, honesty, and a friendly attitude are key attributes I bring to the workplace.

## WORK EXPERIENCE

### Multimedia Mark

Freelance Unity/VR developer (2021 – Ongoing).

Multimedia Mark (part of Nordlys Creative Group) is a company specializing in interactive experiences, both VR and on screen. Responsibilities:

- Creating a vertical slice for a VR game
- Developing interactive applications with game mechanics

In 2023, during the company's business trip to GDC in San Francisco I made numerous new connections and presented a VR game to potential publishers.

### Moorland games

Freelance game developer, team lead (2020 – Ongoing).

Moorland is a mobile game development studio. Responsibilities:

- Prototyping new ideas
- Developing and launching mobile games
- Designing levels for games
- Integrating analytics, ads and other SDKs
- Preparing games for KPI testing
- Communicating with publishers
- Building games for Android and iOS
- Managing tasks, leading a team of 4

### Estoty Vilnius

Game developer, level designer (2019-2020).

Estoty is a successful mobile game studio with dozens of hit games. Responsibilities:

- Prototyping new games
- Developing gameplay and UI
- Designing levels for games
- Integrating SDKs

## EDUCATION

### Vilnius University

Computer Science  
pre-masters  
2017 - 2018

### Vilnius College

BA in Electronics  
2008 - 2012

## SKILLS

C# and Unity

GIT

Level design

DOTween library

Third party SDK  
integration

Prototyping

Jira, Trello

Leading a small team

KPI testing

Teaching, explaining  
concepts

3D basics