

# Norbert Staskevicius

Christchurch, New Zealand  
Portfolio: <https://www.norb.nz/>

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## Experience

### Game Programmer 2022 - Present

*Amerosa Games*

- Designed and implemented a 40,000-line C# codebase, covering core gameplay, engine systems, batchers, and custom shaders/rendering techniques.
- Developed an optimization tool to reduce draw calls by auto-detecting batching opportunities.
- Led small cross-disciplinary teams with freelance contributors for music and art.
- Delivered complete, production-ready games managing full technical direction.
- Developed deep expertise in the Unity Engine, its APIs, subsystems, and render pipeline.
- Led small teams in game jams, with projects winning People's Choice Award and Best Overall nominations.

### Software Developer 2022 - Present

*Freelance*

- Engineered and developed C# ASP.Net backends and APIs for websites and web apps.
- Implemented OAuth 2.0, Auth0, JWT, BCrypt, twilio, SQLite into projects.
- Managed Linux servers, LetsEncrypt SSL Certificates, nginx, Docker.
- Managed multiple domains, DNS settings, email services, Cloudflare.
- Designed and developed static page websites as well as dynamic websites and web apps.
- Developed mods, plugins and tools for Java-based servers and games.

### Lead Programmer September 2018 - 2022

*Matrix Reality Limited*

- Lead the programming team to build applications (Swift in XCode and C# in Unity).
- Developed augmented reality games and applications for mobile.
- Developed a live network-based application using TCP protocol.
- Designed and animated UI elements to ensure smooth user experience.

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## Education

### University of Canterbury

*Completed courses in Discrete Mathematics, Computer Science, and Software Engineering*