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EIMONTAS JANKAUSKIS

SKILLS

SOFTWARE ENGINEERING: C++, C#, OpenGL, OpenCV, Unity, JS, React.s, p5.js, Next.js, TS, HTML, CSS.
DIGITAL MEDIA: Adobe Suite, Blender, Generative Artwork, Videography, Graphic Design.

EXPERIENCE

UCL, London — *Doctoral Researcher*

10/2020 - 10/2021

- Lead a team of five researchers to build a user interaction technique for acoustic volumetric particle-based displays and contributed to the field by allowing users to 'touch' acoustic holograms for the first time.
- Produced scripts in C# and C++ for gesture detection, hand positional/ rotational tracking, and particle recognition: the latter of which shortened particle placement time for the lab developers by approximately 80%.
- Guided a team of international artists in the use of the lab's high-level frameworks, which went on to conceptualise tens of ideas for exhibitions and demonstrations of the technology.

OrsaTech, London — *Technical Researcher*

05/2021 - 09/2021

- Copywrote for technology sections of investment pitch decks and investment memorandums for seven to nine figure companies.
- Communicated with executives of roughly 10 client companies in blockchain, healthcare, gaming and events industries to build readable overviews of technical specifications for investors.
- Conducted research into hundreds of competitors to best represent the strengths of client technology from the context of the current market.

University of Sussex, Brighton — *Teaching Assistant*

09/2019 - 01/2020

- Conducted roughly half of the lectures for a 'Programming for 3D' module for roughly thirty students, which covered the development of Ray Tracing Engines in C++, OpenGL, linear algebra, and physics of light/material interaction concepts.
- Aided with the review of over sixty pieces of mathematics, written essay, and coding coursework submissions.

- Restructured sections of the course content and provided perspective on the challenges students face to create two new coursework tasks and grading outlines.

Interact Lab, Brighton — *Design Technician*

06/2019 - 10/2020

- Visualised complex data and processes for tens of physics, engineering, and software development research papers.
- Delivered videos that communicated lab research to wider audiences, one of which had amassed over a million views on social media platforms and international news outlets.
- Programmed several demos for the volumetric displays using OpenGL and C++ which were featured in every preceding videography project relating to this technology.

ACHIEVEMENTS

- Designed the cover of the February 2021 edition of Advanced Engineering Materials: A well-respected academic journal, gaining the Interact Lab worldwide recognition from within the scientific community.
- Won the 'Best use of Google Cloud Platform' track in the 2019 Manchester hackathon by creating an image recognition app in Kotlin.
- Oversaw a team of six technicians as the technical lead for a collection of TEDx talks covering the topic of 'Empowerment' to deliver a streamlined event enjoyed by hundreds of viewers.

EDUCATION

University of Sussex, Brighton — *Computing for Digital Media*

First Class BSc (Hons)

10/2016 - 06/2019

TestDome Certifications, Online — *C++, C++ Algorithms*

Top 10% of successful candidates

09/2022