(Laurynas) Jacob Cepauskas, ███████████████

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Personal Statement

A proactive, reliable, and capable individual with a passion for problem solving to get jobs done and working in the most effective and efficient manner. My polite and friendly approach to others provides in hopes to create a positive first impression to those I come in to contact with. With a history of developing various projects with the help of various gaming engines as well as the capability to communicate clearly and effectively with groups and others, allowing me to work within a team to achieve a common goal. Adaptable to change and capable of self-direction where required. In search of hopes of a programming position in the games industry.

KEY SKILLS AND QUALITIES

- Enthusiastic when it comes to programming and debugging
- Always out to find improvements in my code
- Ability to work to a schedule with excellent time keeping
- Great C# Ability
- Generally cheerful demeaner with a positive attitude
- Resilient and capable
- Critical thinker with an analytical mind
- Ability to quickly solve mathematical problems
- Enjoy challenging environments and learning new skills
- Commitment to high standards of work
- Excellent ability to organise

EDUCATION AND QUALIFICATIONS

███████████ College Course Enrollment, Sep 2024 – Onwards

- Level 3 Diploma in Creative Media Production & Technology (Games Development) - **Merit**

- Level 3 Diploma in Creative Media Production & Technology (Games Development) - **TBC**

GCSE Qualifications, Achieved in ████████████████████, Sep 2017- Jul 2022

- Have achieved 8 GCSE's including Maths and English Language/Literature.

Other Qualifications, Achieved in ████████████████████, Sep 2017- Jul 2022

- BTEC Informational Technology - **Pass Level 2**
- Further Maths (Level 2) - **Grade 5**

WORK HISTORY/EXPERINCE

Game Programmer for Drowsy Yokai Studios – Jun 2025 – Ongoing

- Script requested features and mechanics in an optimized and readable fashion
- Communicate and work alongside others to perform tasks more efficiently and creating optimized mechanics and features
- Test and debug any new algorithms to ensure that they are executed properly and cleanly

Midday Meals Assistant, ████████████████████████████ – Feb 2024 – Jun 2024

- Monitor and support younger students during lunch breaks to maintain a safe and friendly environment for all pupils.
- Work alongside other members of staff to solve a problem or complete a task during lunch breaks, which has helped my problem-solving skills
- Support younger students with any problems they might have during break times and ensure they attend their subsequent classes.