Curriculum Vitae Almantas Šukelis

Portfolio website:	litho.gamedev.lt	Date of birth:	1987.04.04
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PERSONAL INFORMATION

I am a self-motivated, dedicated person, who enjoys finding solutions to problems, helping and learning from others. A hard-working flexible team member, who aspires to become a lead and a creative director.

WORK EXPERIENCE

Summer 2007 — Freelance visualisation project for the company "CSLab" (www.cslab.lt). A visualisation of a 2-storey bus, exterior and interior. Finished in 2 and a half weeks.

2004 — We were a 3 people team - signed a copyright contract with the company "5Ci" (www.5ci.lt) for a real-time visualization of a theater.
Met 1 month deadline, were offered to continue. Used our own engine, GTKRadiant, 3ds Max, Photoshop, on which I modeled and textured.

Summer 2004 — Working for a used computer store "Naudoti Kompiuteriai" as an office runner and maintaining computers, solving software/hardware problems.

SKILLS

Very skilled in 3ds Max, skilled in Photoshop and Microsoft Office.
Proficient at low and high poly modelling. Capable in Softimage|XSI, ZBrush, MudBox.
Has a driving licence valid in the European Union.
Fluent in English, Lithuanian, basic Russian.

OTHER EXPERIENCE

2006-12 — Certificate of Achievement Royal Navy Leadership Development Course

2004-2006 — One of the administrators of www.cgtalk.lt, a major Lithuanian Computer Graphics related portal and forum.

2004 — Klaipeda University Student Conference, presenting project "Rust".

2003-Now — One of the administrators of www.gamedev.lt, a major Lithuanian portal and forum dedicated to Game Development.

INTERESTS

Attends life drawing classes, plays classical guitar. Goes to a gym two or three times per week. A huge fan of Silent Hill, likes D. Lynch, reads didactic literature.

EDUCATION

2006-now University of Teesside, Middlesbrough, England
BA (Hons) Creative Digital Media.
Modules: Drawing & Composition, Principles of Animation, Concept Design, Intro to 3D Modelling, Character Modelling for Games, Environment Modelling for Games, Animation for Games, Game Design and Production, History of Games, Professional Studies.

2006 IELTS academic examination - an overall band score of 7.5 out of 9.0.

1994-2006 Vytautas Didysis gymnasium, Klaipeda, Lithuania
Primary and Secondary education.
A levels in English [A], Physics [A], Mathematics [A] (state exam passed the best of all school), Information Technologies [A], Lithuanian [B], B levels in French [A], Art [A], and History [A].

REFERENCES

References are available on request.

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