




Laurynas Lubys

Developer and 3D Generalist

I am a Unity and Unreal developer, programmer in C# and some C++, with lots of passion for 3D.

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Portfolio
LinkedIn 

Work Experience



Unity/Unreal developer, 3D Generalist | Skybox.gg

July 2018 - 2024 | 5 years , 9 months

- Creating features and implementing either in Unity or Unreal engines
- Coding in C# and a bit of C++ / blueprints
- 3D work with Maya - implementing and finishing CS:GO maps, characters animations, texturing and more
- Post-processing and effects
- Game/software pipelines and architecture
- Shader creation with HLSL, Shader Graph, Amplify Shader and Unreal-native pipeline
- Real-time and baked lightning
- Marketing content - videos and posters
- Making editor tools and automation
- Communicating with users, making Steam announcements and updates
- Collaborating with companies like Virtex, Red Bull and others



3D Teacher Assistant | Aalborg University

September 2016 to January 2018

10 months | part-time | 1st & 5th semesters

- Imparting students with practical skills and theoretical understanding of 3D

- Teaching modeling, rigging, animating and texturing in Maya
- Helping professors with assignments
- Reviewing and grading student assignments

Contracting while studying



Freelance video editor | Touchmeuw Studio

2016 | one month

- Creating marketing videos and gameplay-trailers



Video-game developer | Touchmeuw Studio

2015 | one month

- Creating 3D level
- Creating game props and animations
- Ideas and concepts



Graphic designer | FemaleCup.com

2014 | one month

- Marketing material creation
- English-Lithuanian translator



Education

Master's in Medialogy Aalborg University in Copenhagen

Graduation: 2019 | 2 years | Grade 12

- Focus on 3D, animation and interaction, coding C# with Unity, game development, scientific testing and research and much more.

Bachelor's in Medialogy Aalborg University in Copenhagen

Graduation: 2017 | 3 years | Grade 12

- Focus on 3D, animation and interaction, coding C# with Unity, game development, scientific testing and research and much more.

AP degree in Multimedia Design and Communication Business Academy Aarhus

Graduation: 2017 | 2 years | Grade 12

- Design, marketing and communication
- Front-end web development
- 3D modeling, texturing
- Business and presentations



Relevant Skills

- Development in Unity and Unreal
- 3D in Maya
- C#, C++
- Shader making/coding in HLSL, Shader Graph, Amplify Shader or native-Unreal
- Light baking and model preparation
- Graphical work as marketing material, texturing with Photoshop
- Video editing in Premier Pro and a bit in Davinci Resolve
- Mobile app development - check out Roadified Speedometer on Google Play
- Babylon.js + TypeScript (beginner)
- UX and design thinking
- Discipline
- Customer Service



Other details

- Driving license A and B
- Languages
 - Lithuanian *native*
 - English *proficient*
 - Danish *elementary*

Other Interests

Gaming

Rokstar Games
IOI
Playdead
Naughty Dog
Valve



YouTube Partner

Video hobby
10,000++
Subscribers



Motorcycling

Supermoto
Motocross
EUC



Repairing & creating

3D Printing
Vehicle modifications
Smart home



Sports

Muay Thai
Parkour
and more

