Klaudius Diliunas

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Education

DePaul University   2019-2024
1 E. Jackson Blvd.
Chicago, IL 60604
312-362-8000
Combined Degree Program

BS Computer Science w/ Game Systems Concentration
September 2019—November 2022

MS Software Engineering w/ Real-Time Game Systems Concentration
November 2022—June 2024

Work Experience

3D Hologroup, Inc.
250 NE 51st St.
Fort Lauderdale, FL 33334
Augmented Reality Developer Internship   2022 September - November
                                                                                              3 months

* Contributed to the development of AR applications for users with speech and mobility disabilities to enable more rapid communication.
* Use of industry standard tools such as *Unity* and database technologies based on REST APIs.

NetherRealm Studios
2650a W Bradley Pl.
Chicago, IL 60618
Jr. Associate Software Engineer (Temp.)   2023 June - Current

* Contributed to the development of core game engine features including debugging tools and rendering in Unreal Engine.
* Utilized contemporary tools and applications to help debug and profile in the game development process.
* Collaborated with outsourcers on game features as well as participated in code reviews to ensure quality and longevity.

Skills

Programming Languages:
* Proficient in C/C++ and other languages including C#, Java, and some JavaScript

Unreal Engine Development:
* Developing and maintaining core engine plugins.
* Modifying the engine for special use cases.
* Writing Slate windows/applications for core game systems and aid debugging.
* Rendering development including writing and expanding shaders in HLSL for custom effects.

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Game Engine Development:
* Using object-oriented design patterns to develop systems for game development.
* Design patterns include object factory/pool, commands pattern, singleton, finite state machines, attorney-client idiom, and double-dispatch/visitor pattern.
* Knowledge of linear algebra-based mathematics for related computation such as transform matrices.
* Integration of a physics library for dynamic objects in a scene.
* Experience with using entity-component-system-based libraries.

Graphics Programming:
* Experience in DirectX, OpenGL, and Vulkan
* Phong lighting
* Normal mapping
* Real-time shadow mapping
* Skeletal Animation

Development with Unity:
* Augmented Reality applications and C# scripting.

Miscellaneous Development:
* Basic webserver development using NodeJS and ExpressJS technologies
* Writing distributed systems such as simple blockchains
* Studied artificial intelligence techniques such as search algorithms and machine learning