

# Tomas Savickas

Systems Programmer · Vilnius, Lithuania

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Systems programmer with 4+ years of industry experience with AAA titles. Mostly experienced in Unreal Engine and C++ working on PlayStation5, Xbox Series consoles. Personal interests lie in **graphics programming** and tool development – pushing performance and crafting tools to save people's time is what I enjoy most. Prefer remote work, but open for relocation.

**Personal projects along with details and demos can be found in my [portfolio page](#) – [urvas.dev](#).**

## Skills

<b>Programming languages and DSLs</b>	C++, C#, C, Python, Zig, GLSL.
<b>Debugging / profiling tools</b>	RenderDoc, PlayStation Tool Suite, PIX, Unreal Insights, RemedyBG.
<b>Game engines</b>	Unreal Engine 4, Unreal Engine 5, Unity3D.
<b>Productivity tools</b>	Jira, Confluence.
<b>Languages</b>	Lithuanian, English.

## Experience

### Wargaming

Vilnius, Lithuania

#### Senior Game Programmer

June 2024 - Present

- Working on **World of Tanks (Big World engine)**.
  - Designed and developed core UI systems for World of Tanks 2.0.

### d3t Ltd.

Runcorn, United Kingdom

#### Mid-Level Systems Programmer

September 2022 - May 2024

July 2020 - September 2021

- Shipped **Hogwarts Legacy, (heavily modified Unreal Engine 4)** on PC, Xbox Series and PlayStation5.
  - Code owner of some PlayStation5 game systems. Created and maintained supporting automation and validation jobs on TeamCity with Python and C#, along with in-game tooling for QA.
  - System performance profiling using RenderDoc, Razor GPU, PIX and Unreal Insights.
  - Debugging, memory and graphics optimizations, performance optimisations: multithreading/async, cache utilisation, algorithmic improvements.
  - In-game asset inspection tool development for developers and QA with ImGui.
- Core tech team member on **Concord (Unreal Engine 5)**.
  - Developed UE5 editor tooling to maximise baked lighting quality while reducing memory cost.
  - Memory profiling, automated memory tracking development using Unreal Test Framework and Looker analytics.
  - Developed additional Unreal Engine 5 editor tooling for quick asset creation validation that eliminated the possibility of user error.
- Systems team member on **EA FC25 (Frostbite engine)**.
  - Added profiling instrumentation along with various debug data points to assist in performance investigations and crash resolution.
  - Worked on maintaining and upgrading both legacy in-game systems and legacy offline tools.

### Shout Platform Ltd.

Manchester, United Kingdom

#### Backend Programmer

February 2019 - June 2020

- Developed and thoroughly tested various backend APIs in OOP-based microservices using ASP.NET Core (C#) and MongoDB in an agile environment.
- Improved maintainability of core microservices by rewriting them using common design patterns and lockless data structures.
- Developed a validation library for backend and frontend along with documentation and automation tools.
- Set up and maintained automated tests and Git integration using TeamCity.

### UAB Visava

Kaunas, Lithuania

#### Tool Engineer

June 2018 - October 2018

- Developed AutoCAD plugins using C# resulting in 66% productivity increase of civil-engineers.

## Education

### The University of Manchester

Manchester, United Kingdom

#### BSc in Computer Science with Industrial Experience

September 2018 – July 2022

- Bachelor's thesis in computer graphics topic: "Transparency in Deferred Rendering Pipelines" (deferred tiled renderer built from the ground up in OpenGL and C++), graded at 90%.
- Awarded First Class qualification and received a Certificate of Excellence for graduating at the top 10% of the year.