

Curriculum vitae

PERSONAL INFORMATION

Name, Surname: **Aistė Elena Dusevičiūtė**
Gender: Female
Date of birth: 1992-11-20
Address: Kaunas, Lithuania
Telephone number: +370-616-19454
Email address: aisteduseviciute@gmail.com



EDUCATION

2015-2018 Master's degree - Vytautas Magnus University, faculty of informatics and computer science, specialty: informatics
2011-2015 Bachelor degree - Vytautas Magnus University, faculty of informatics and computer science, specialty: Multimedia and internet technologies
2007-2011 General secondary education – Vilnius city Karoliniškių gymnasium

WORKING EXPERIENCE

2015 June – 2018 November Live broadcast management, creation of news reports, creation of ads, vignettes, bumpers, infomercials for “Pūkas” television channel
2014 June – 2015 July “Turtle Taido” cartoon animation for an animation studio “Anilab”
2013 Summer – 2014 March Episodic TV series translation of subtitles from English to Lithuanian language for "Transl Series" establishment

LANGUAGES

Language	Writing	Speech	Comprehension	Level
Lithuanian	Native language	Native language	Native language	Native language
English	Perfect	Perfect	Perfect	C2
Russian	Good	Good	Perfect	B2
German	Basics	Basics	Good	A1

SKILLS

Animation	Strong theoretical and practical knowledge of animation in general. Several years of experience working with traditional and cutout animation. Sharp “ Adobe Flash ” skills. Intermediate skills of 3D animation with 3D software “ Blender ” (using the bone system).
Drawing	Several years of creating/editing raster graphics with “ Adobe Photoshop ”. Vast knowledge of creating/editing vector graphics with “ Adobe Illustrator ”.

Video editing	Long term experience of working with both “ Adobe Premiere ” and “ Adobe After Effects ” programs. Broad knowledge of video editing, effects, masks, fade techniques, animation and creation of graphical elements.
Programing	Extensive expertise of creating interactive projects (including games) with “ Unity ” game engine. Thorough understanding of <i>C#</i> programing language. Strong <i>HTML, CSS, Javascript</i> basics. <i>C++, Python, MySQL</i> basics. Modest grasp of creating games in “ Adobe Flash ” and “ CryEngine ” environments.
Typesetting	Immense experience working with “ Adobe InDesign ” program
Other	Fundamental knowhow of 3D object modeling with “ Blender ” and “ 3Ds Max ”. Theoretical knowledge of working with “ Adobe Audition ” program. Great working skills with “ Microsoft Office ” program suite. Considerable theoretical knowledge of program testing, graphical and motion design, video games.

ACHIEVEMENTS

First place in VMU Informatics faculty contest „Virtualybės 2014“, 2-D computer animation category.
[Link.](#)

First place in VMU Informatics faculty contest „Virtualybės 2013“, 2-D computer animation category.
[Link.](#)

Voluntary work for a video game channel “Žaidimų balsas”.

My [portfolio](#).