

# Aleksis Bojaruns

*Enjoy seeing words and digits become games*

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[Portfolio](#)

[GitHub](#)

[LinkedIn](#)

A focused and enthusiastic game developer with established experience in the video game industry building both gameplay systems and networked features for commercial titles. With a proven track record of achieving high results while enrolled in a Game Technology and Entertainment program

## Industry Experience

### Unity Developer

On The Block Gaming Ltd

- Developed a unique gamified application for Haleon that significantly increased user engagement.
- Contributed to both live and new products from pre-production to launch.
- Implemented microtransactions, friends and economy systems, and other backend features, integrating them with Unity.

### Application Developer

Nord University

- Created a Unity app for filmmakers that increases production team's efficiency substantially.
- Integrated Supabase backend to support application core features.
- Collaborated with cross-functional teams to design, optimize, and deploy scalable systems under production deadlines.

## Education

Nord University, Norway — BSc in Games and Entertainment Technology (Aug 2022 – June 2025)

- Gained proficiency in software development, game design, and gameplay programming.
- Worked on team projects that replicated conditions used in professional game development.
- Engaged in the **Erasmus+ Blended Intensive Program: Digital Games and Virtual Reality**.

## Featured Projects

### Gameplay programmer - Life Under Pressure

[Trailer Link](#)

- Translated game design requests into core gameplay mechanics by making responsive controls and ensuring smooth player interactions for this award-winning game.
- Optimized performance to maintain a stable 60+ fps in a game handling thousands of dynamic entities simultaneously.

### Lead Programmer - Con-Quest

[Trailer Link](#)

- Led the programming efforts, ensuring the quality of the shipped gameplay mechanics, conducting thorough debugging and optimization.
- Fostered smooth communication between design, art, sound, and programming teams, leading to efficient feature implementation.

## Technical Skills & Expertise

- Programming Languages: C#, C++
- Game Engines: Unreal Engine, Unity Engine
- Version Control: Git, GitHub Desktop, Jira
- Soft Skills: Adaptable, cooperative, efficient executor
- Art & Audio Tools: Blender, Maya, FMOD, Photoshop

## Additional Experience & Interests

- Game Jamming: Regularly participate in a variety of online and offline game jams
- Eye-Tracking: Proficient in integrating eye-tracking features using Tobii Pro Spark
- Volunteering: Eagerly contributing to game conferences, networking with professionals
- Technical Curiosity: Exploring new software features, techniques and methods