Aurimas Baniukevičius

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Summary

C# programmer and independent game developer with Unity experience in player controls, combat and UI. Developing The Last BlockStand for Android, following an earlier 2D platformer. Professional background in AV troubleshooting and application support. Based in Lithuania and relocating to London.

Skills

Languages: C#, C++, JavaScript.
Unity: C# components, 2D collision and raycast checks, gameplay timers, Animator integration, uGUI health and cooldown displays.
Tools: Visual Studio, Salesforce ticketing.

Projects

Independent Game Developer Oct 2025 - Present
The Last BlockStand, In development; solo project
Developing a survival game for Android using Unity and C#. My work includes gameplay design, C# scripting and testing on Android devices.

- Designed the game's combat, progression and reward systems.
- Investigated performance and control issues on Android, researched possible causes and solutions, and compared changes through device testing.
- Used playtest findings to improve how players move, collect equipment and continue between waves.

Developer Around 2022
The Slime Adventures, Unity 2D / C#; source archive only
Only the scripts survive; no playable build is available.

- Programmed health and checkpoint respawn: clamped damage and healing, timed invulnerability and knockback, with health restored and the HUD updated on respawn.
- Built projectile attacks with limited ammunition and timed reloads; connected collision-based enemy damage, ammo text and a cooldown indicator.
- Used 2D box casts for jump checks and facing-direction raycasts for NPC, chest and switch interactions.

Experience

Audio Visual Technician Mar 2024 - Oct 2025
CBRE UK, London

- Diagnosed and resolved AV equipment faults during live meetings; used basic networking to troubleshoot meeting-room issues.

Service Desk Support 2021 - 2022
CodyFight, Vilnius

- Handled first-line and occasional second-line application and service incidents; logged and tracked requests in Salesforce.

Earlier employment
London, Hospitality and staff supervision
Hospitality Assistant, Vacherin (2022 - Mar 2024); Hospitality Team Member, Giggling Squid (Dec 2021 - Jan 2023); Junior Manager, Wagamama (Jun 2018 - Dec 2021), including staff training and supervision.

Education

Games Development and Programming 2021 - 2023
Goldsmiths, University of London, Undergraduate studies, not completed

Complete C# Masterclass Dec 2024
Udemy, 45 hours of training