

Konstantin Kozacišče

Graphics Programmer

Profile

Currently pursuing my education at Breda University of Applied Sciences, where I am deepening my knowledge in various fields such as custom engine programming, modern rendering APIs, ray tracers, UE5 and many more. I am a great problem solver with a technical mindset and high motivation to deliver the best quality results.

Experience

Computer Graphics Research Intern

2024 - Present | Traverse Research

Computer Graphics Research Summer Intern

2024 | Traverse Research

12-03-2003

konstantin.kozacisce@gmail.com

Breda, Netherlands

Education

2022 - Present

Creative Media and Game Technologies

Breda University of Applied
Sciences

Skills

- Strong problem-solving skills
- Knowledge of modern rendering APIs
- C++, Rust, DX12/DXR, HLSL
- Git/GitHub
- Unreal Engine/Unity
- Cross-platform game engine development
- Measuring performance and debugging graphics with Nsight Graphics/PIX

Languages

- English – Upper Intermediate
- Lithuanian – Mother tongue
- Russian – Mother tongue