Kasparas Eidukonis
Realization Programmer

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PROFESSIONAL EXPERIENCE

Ubisoft Massive (2019 – Present)
Malmö, Sweden

Lead Realization Programmer (2024 – Present)

Leading the development of immersive in-game storytelling features, including gameplay and cinematic tech on a new unnanounced project

- Improving and implementing new workflow tools for prototyping dialogue content
- Designing new pipelines and tools for creating in-game cinematic moments, enabling faster iteration
- Collaborating with cinematic, narrative and quest designers on technical implementation tasks
- Recruiting, onboarding and mentoring programming team members
- Collaborating with directors and leads to identify project needs and priorities, and defining the roadmap

Senior Audio Programmer (2023 - 2024)
Audio Programmer (2021 - 2023)
Junior Audio Programmer (2019 - 2021)

Designing, implementing and maintaining audio features in collaboration with the audio teams for the Snowdrop Engine for several titles on PC, PS5 and Xbox, including Avatar: Frontiers of Pandora and Star Wars Outlaws

- Designed and implemented GPU Raytraced Sound Propagation, Wind Simulation, Ambience Systems and a Custom Haptics Audio Engine
- Supported the development of VO management systems, new layered sound limiting and budgeting systems
- Implemented a new audio streaming engine leveraging async file IO
- Maintained and supported the low-level integration of Wwise, collaborating with Audiokinetic
- Collaborated with sound and voice designers on technical implementation of audio features
- Mentoring less experienced team members, supporting with planning and technical architecture decisions
- Held multiple presentations both internally and externally about sound propagation technology (GDC25, Develop: Brighton, Sonic Days, internal developer conferences)

Aresi Labs (2016 – 2017)
Vilnius, Lithuania

Contract VR Application Development in Unity (C#)

PERSONAL PROJECTS

Detailed project descriptions available in my online portfolio at kasparas.eidukonis.eu

Game Engine (2018 – Present)

Game engine with ImGui based editor features

- Rendering implementation with OpenGL using native bindings provided by LWJGL3
- Node based scripting with automatic function bindings using code reflection
- All PC platforms supported (Windows / Mac / Linux)

"Heavy Rain" Engine Remake (2017 – Present)

A work-in-progress re-implementation of the Quantic Dream engine used to run the PS3 version of Heavy Rain from the original game data files on PC
(unreleased educational project)

- Sequences (dialogue, choice events (story branching), audio, animations, Lua events, videos)
- Lua framework for precompiled game scripts
- Support for custom mesh, texture, shader and animation compressed data formats
- Forward-shaded multi-viewport rendering pipeline

EDUCATION

Music Performance (Cello) (2018 - 2019)
(a year of studies towards a Bachelor of Arts)
Koninklijk Conservatorium Brussels, Belgium

Secondary Education (2014 – 2018)
National M. K. Čiurlionis School of Arts, Lithuania

SKILLS

Code
C++, C#, Java, Lua, PHP, JavaScript

Software
Visual Studio, Eclipse, IntelliJ, Perforce, Git, Jenkins, Sharpmake

Engines / Libraries
Snowdrop, Unity, Wwise, OpenGL