

Work Experience

XYZ Reality | Unity Developer | C++/C#/Unity

Jul 2024 - Present

- Led feature development and bug fixing for HoloSite, XYZ Reality's Unity-based AR construction platform, used on 100+ active sites, delivering on-site visualization, issue tracking, and layout tools for custom AR hardware.
- Owned full-stack implementation within Unity, building UI, interaction systems, and performance-critical modules that supported daily use by field engineers and site managers across major UK/US/EU infrastructure projects.
- Helped transition the app to a new C++-based platform, rebuilding core systems without Unity for full in-house control.
- Focused on controller input handling and headset camera integration for the new platform, working closely with hardware-specific constraints.

Animorph | XR Developer | C#/Unity/iOS/Android

Oct 2023 - Jul 2024

- Spearheaded the development of innovative Mixed Reality (MR) applications targeted at enhancing clinical therapies for conditions like Alzheimer's and Stroke, in collaborations with leading UK healthcare institutions and companies.
- Oversaw the full development lifecycle, from initial stakeholder consultations to deployment and clinical evaluation phases, with a commitment to ongoing enhancements.
- Developed an AR-based game designed to enrich the hospital experience for children, taking charge of creation of game mechanics, graphic design, and feature coding. This project emphasised fun and engaging gameplay, inadvertently providing real-world benefits to young patients through interactive experiences.

UCL Institute of Cognitive Neuroscience | XR Developer | C#/Unity

May 2023 - Oct 2023

- Coding a standalone Mixed Reality (MR) application for Alzheimer's research, incorporating intuitive user-friendly design, and comprehensive guidance for ease of use in the elderly population.
- Enhancing effectiveness through integrating proven research methodologies with data recording, real-time feedback, and generated task angles in coding & design, quadrupling the spatial data gathered from each participant.

Asif Khan Studio | Architectural Assistant | Unity/Unreal Engine

Oct 2018 - Sept 2022

- Managed the \$15M reconstruction of Tselinny Contemporary Art Museum, Almaty, working on both design and execution. Pioneered a distinctive design tailored to the client's vision, setting the museum apart in its artistic presentation. Ensured alignment with stakeholder needs through clear communication and supervised all stages of construction, ensuring timely delivery with the highest standards. Developed advanced tools and methodologies using CAD, 3D modeling, and code to effectively communicate design intricacies and engineer the structure.
- Involved in the £437M reconstruction of Museum of London's new Smithfields Market location. Collaborated with conservationists and engineers to modernize a 19th-century building, aligning historical integrity with 21st-century innovations.

Education

Goldsmiths | London, UK

- MA Virtual and Augmented Reality

Bartlett School of Architecture, UCL | London, UK

- BSc Architecture

Fluent in English and Russian.

Based in London, United Kingdom.

Permanant Resident, have the right to live and work in the UK.

Skills

Coding: C++, C#, Javascript, Python ML - TF Keras

Development: Unity, AR Foundation, Spark AR, Lens Studio, Unreal Engine, Effect House

Design: Adobe Suit, Photography, Video Editing, Grasshopper, Parametric Design, Physical Model-making

Technical: Technical Drawing, CAD, Revit

Graphics: Rhino 3D, Blender, Vray, Enscape, Maya

Relevant Experience

Eurasion Hub Hackathon | Nov 2024, Overall Winner

- Developed Scamsense over 72 hours, an AI driven platform for monitoring and testing elderly family members, to teach them about the latest scams and vulnerabilities.

XR Hack London | Aug 2024, Category Overall Winner

- Created a sign language translator for Oculus Quest 3 that uses hand tracking to recognize gestures and convert them into words, enabling users to learn and communicate.

Niantic Hackathon | Jun 2023, Overall Winner

- Conceptualized an AR experience centered on exploring London's Chinatown restaurants, using the 8th Wall platforms.