

Assankhan Amirov

XR Developer

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WORK EXPERIENCE

Unity Developer, XYZ Reality

Jul 2024 – Present

{C++, C#, Unity, Figma}

- Delivered 40+ features for HoloSite, XYZ Reality's engineering-grade AR platform for millimeter-accurate BIM overlays, doubling software team output by enhancing UI, backend workflows, and network tools.
- Saved £500k annually by replacing Unity license with a custom C++ implementation, regaining full platform control and accelerating development cycles.
- Worked closely with both the engineering team and the on site staff to resolve technical issues as they would arise.
- Code used daily by 40+ engineers across major infrastructure projects in 7 countries across the world.

XR Developer, Animorph

Oct 2023 – Jun 2024

{C#, Unity, Unreal, ARCore, ARKit}

- Developed CrossSense, an MR app with a custom local LLM model as a virtual assistant for elderly people, becoming a finalist of Longitude Prize and secured £300k funding.
- Built a full standalone MR tool for stroke and Alzheimer's therapy in collaboration with UK medical institutions, helping further raise funding from Innovate UK.
- Created an iOS and Android AR game for young patients to explore the hospital during their stay, improving their wellbeing.

XR Developer, UCL Institute of Cognitive Neuroscience

May 2023 – Oct 2023

{C#, Unity, Python}

- Developed a MR Alzheimer's research app for XR Elite, reducing spatial data capture per session to only 20 minutes per patient down from 2 hours on previous test methods.
- Working with the UCL team including Nobel laureate John O'Keefe, improved experiment flexibility by adding streaming modes, remote controls, and an intuitive UI tailored for elderly participants and clinical researchers.

Architectural Assistant and Designer, Asif Khan Studio

Oct 2018 – Sept 2022

{Unreal, Rhino 3D, Adobe Suite}

- Managed \$15M Tselinny Museum reconstruction end-to-end, ensuring design consistency, timely delivery and working with all stakeholders. Supported £437M Museum of London modernization with heritage-compliant design solutions.
- Implemented VR and 3D visualizations of the projects for client shows and presentations, as well as realizing projects using CAD, 3D modelling and parametric design.

PROJECTS & HACKATHONS

ScamSense – Lead Developer and Designer - Python - AI tool using NLP and logic trees to teach scam detection through interactive dialogs, built for the elderly. Winner at Eurasian Hub Hackathon (Nov 2024).

HoloSign – Lead XR Developer - Unity/C# - Sign language training app using hand tracking on Quest 3. Delivered real-time gesture translation in MR. Winner at XR Hack London (Aug 2024).

Augmentedly Delicious – Lead Developer - Javascript - Geo-located AR experience for Chinatown, London. Created in 48h using 8th Wall. Winner at Niantic Hackathon (Jun 2023).

AR Filters – Created AR filters for Instagram and TikTok with over 2 million combined impressions and interactions across commercial and personal projects.

SKILLS

Languages: C++, C#, JavaScript, Python (ML – TensorFlow, Keras)

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

Design: Adobe Suite, UX Design, Figma, Grasshopper

Graphics & CAD: Rhino 3D, Blender, Vray, Enscape, Maya, Revit, CAD Drawing

EDUCATION

MA Virtual and Augmented Reality, Goldsmiths, London, UK

BSc Architecture, Bartlett School of Architecture, UCL, London, UK