



YURIY PARAMONOV

XR TEAM LEAD 🧑

I am a Software Developer with a 15 years background in various fields. I started as Unity game developer and through the years expanded my experience to machine learning, AR/VR, web servers, and blockchain. Now I'm looking for a company where I can advance my skills as a team lead.

INFO

Name Yuriy Paramonov
Location Vancouver, BC, Canada

CONTACTS

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 GITHUB
<https://github.com/vv-work>

LANGUAGES

English	Advanced
Ukrainian	Native
Polish	Advanced
French	Basic

EDUCATION

University of Economics in Katowice
2011
Bachelor of Computer Science

Military Academy in Mukachevo
2009
Sub-lieutenant

WORKING EXPERIENCE

2022

till now

ETERIO INC.

Senior XR Software Engineer

AR, Hololens 2, Shaders, Object Detection, Mesh Optimization, Networking, Team Management

2021

2022

COMAN GAMES

Led a team of 10 members working on various projects: IOS/Android, Oculus, ECS, ShaderGraph, Photon/MLAPI

2022 • Principal Engineer

2021 • Team Lead

2020

2021

GEENEE AR

R&D, AR, ML, Unity, Networking, Photon, Computer Vision, TensorFlow, Mesh Optimization, Shaders, Body Tracking, AR Core, AR Kit, ShaderGraph

2021 • Team Lead Unity XR team

2021 • Senior XR Software Engineer

2018

2020

UBISOFT

Mobile hyper casual games, IOS, Android, Prototype,

2019 • Team Lead

2017 • Senior Unity Software Engineer

2012

2018

FREELANCE

Working on different projects as web, Desktop, mobile games, Steam games, Vuforia, AR/VR, GearVR, illustrator, concept artist, game design, 3D, 2D.

2016 • Unity AR/VR Developer

2014 • Unity Game Developer

2012 • Jr. Unity Developer

PROFESSIONAL SKILLS

C#/Unity/.Net/Azure

Python/ML/TensorFlow

JavaScript/CSS/HTML

Git/Vim/Markdown

Java/C++ - Android/IOS

AR/VR/Vuforia

3D Modeling Blender

UI/UX/Photoshop

NFT/ETH/ICP/Solidity

INTERESTS

 Games

 Metaverse

 Fitness

 Dogs

 Biology

 Radio engineering