

George Fedoseev

Software Engineer

Full-stack software engineer with 5+ years of experience in mobile and interactive tech. 30+ interactive projects as a lead software developer. Research experience working with DNN in the speech recognition field.

Languages: C#, Python, Swift, Objective-C, JavaScript

Technologies: .NET, Unity3D, VR, AR, real-time motion tracking, machine learning, Linux CLI, databases, Git, Docker

george.fedoseev@me.com

[LinkedIn/GeorgeFedoseev](#)

[GitHub/GeorgeFedoseev](#)

georgefedoseev.com

01/2019 – 06/2019

- Developed [Embedded Gallery](#) and [Unsplash Explorer](#) Unity assets for [WallARy](#) (AR Gallery Wall). **[Unity, Obj-C, Java]**
- Collaborating on iOS AR hair coloring app which uses ensembling ConvNets. **[Swift, CoreML]**
- Developed [DropboxSync](#) for integration of Dropbox API into Unity. **[Unity]**

Senior Software Engineer

at [EventAgrade Software and Technologies](#), Dubai

02/2017 – 01/2019 (01/2018 – 10/2018 remotely)

Worked on 30+ interactive experience projects in the event industry with short delivery times. Used a wide variety of interactive hardware and software.

- Developed a [system](#) for aggregating location data from multiple passive RFID tag readers (Impinj xArray) in a large room. Features a 3D GUI for modelling room setup and tweaking the reader configurations remotely. **[Unity, RFID]**
- Worked on [AR outside-in](#) (with IR markers tracking) and inside-out (ARKit) iPad [applications](#) for real estate stands. **[Unity, OptiTrack, ARKit]**
- Developed gameplay and networking logic for multi-player VR "[Save Dubai from UFOs](#)" game in UE4 for HTC Vive. The game [was presented](#) on MESE 2017 and IOTX 2017 in Dubai as a brand attraction. **[UE4, VR, Networking]**
- Worked on a system of multiple depth cameras blob tracking. The application combined point clouds to track multiple people feet intersections with the floor plane. **[Unity]**
- Developed interactive Splash Portrait stand for Dubai CityScape exhibition mixing Kinect, OpenCV and decorative effects to let users [create their artistic portraits in a few minutes](#). **[Unity, Kinect, OpenCV]**
- Created a network aggregation system for Kinect skeleton data to combine more than one real-time skeletons in application using several remote sensors. The system was used in [Tiffany's app](#) in Dubai Mall for jewelry reveal event. **[Unity, Kinect]**

Software Engineer

at [SpheraVR / MIRVR](#), Russia

07/2016 – 01/2017

- Built control and analytics system for organizing [on-spot VR gaming experiences in malls and cinemas](#) using c# .NET, ASP.NET and AngularJS. Worked with Windows API to automate game launching and identify and track game processes. **[.NET, WinAPI, JavaScript]**
- Developed [GearVR educational application](#) (Unity3D) for watching video courses in a [relaxing](#) virtual environment. Built video course player with VR controls and optimized 3d scenes for mobile VR. **[Unity, GearVR]**

University and Publications

- Bachelor's degree in Applied Math and Computer Science, Saint-Petersburg State University (09/2013 – 06/2018, 2017 – gap year for work)
- Developed a speech recognition system (based on DeepSpeech architecture) for [searching in a big collection of video files](#). Challenge was to programmatically acquire a big enough dataset (> 650hrs of transcribed speech) for the Russian language, which was solved by extracting (audio, transcription) samples from YouTube subtitles ([paper](#)). Then DNN was trained on the collected dataset and was able to achieve 18% WER on the voxforge-ru test set ([paper 1](#), [paper 2](#)). **[Python, TensorFlow]**
- Setup and configured (see [poster](#)) Continuous Integration system using GitLab and Docker for [MPD Root project](#) (Joint Institute for Nuclear Research) and optimized build times ([paper 1](#) [paper 2](#)). **[Docker, GitLab]**

Contributions and Personal Projects

- Wrote Dockerfile and a few other things for Mozilla's [DeepSpeech project](#).
- Released [6 iOS apps on the AppStore](#):
 - [EZ Game](#) - casual tap game about space-scale building constructions for iOS and Android.
 - [3-Things-to-Do](#) minimalistic to-do list iOS app with only 3 items per day to focus on what matters the most today. Was [reviewed on AppAdvice](#).
 - [University 3D campus map](#) app with timetable and navigation which was made for a [hackathon](#) and took the [first place](#).