Marina Bakanova

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Summary

Unity 3D developer, doing mobile and desktop development, working with VR/AR. I work in the 3D modeling environment 3ds Max, have the skills of unwrapping and texturing models in the Substance Painter program. Over 5 years experience in Unity development, 3D modeling and general programming experience.

Portfolio: https://more02.github.io/Portfolio/

Experience

Unity Developer | 3D modeller

RTUITLAB • Moscow
02/2020 - Present

- Development of program code in C#
- Development of mobile applications in the Unity 3D game engine from project start to release
- Development of VR applications in the Unity 3D game engine for Cardboard, VR Box, HTC VIVE
- Creation of 3D models ready for integration into game engines
- Participation in hackathons and competitions
- Setting up VR hardware (HTC VIVE, Oculus)
- Demonstration of VR content to guests, briefing before immersion in virtual reality

Unity Developer

CPR • Remote
10/2022 - 12/2022
Project employment for the development of a software product for working with equipment with physical controls.

- Development of program code in C#
- Work on integrating and configuring plug–ins for Unity 3D
- Work on Level design to generate environments that match reality

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Basic scills

- Knowledge of C#
- Knowledge of Unity (Scripting, UI, Prefabs, ScriptableObject, Animations, Lightning, Particle Systems, Physics, Audio, Video, Profiler)
- Creation of desktop and mobile applications
- Creation of VR applications (HTC VIVE, Cardboard, VR Box)
- Creation of AR applications (Vuforia)
- SOLID, KISS, DRY, YAGNI, BDAF
- Working with the GitHub Version Control System
- Working with equipment (HTC VIVE, Oculus)
- Basic skills of working with Unreal Engine
- 3D modeling, animation in 3ds Max
- Creating a UV map of a 3D model
- Texturing in Substance Painter

Extra scills

English Intermediate, Basic Photoshop skills, Development of Android applications (Java), Experience in development client-server Android applications, Programming languages Java/Python/C++/C#/PHP, Creating HTML/CSS/PHP/JS web pages, Experience with Agile, Scrum, Kanban methodologies, Experience with SQL, Experience in Jira, Confluence, Working with the skeleton (3Ds Max), Editing poses and animations with mixamo, Preparing a 3D model for printing, Knowledge UML, IDEF0, IDEF3, DFD, BPMN, EPC, WFD notations, Experience in Creatio, Experience in 1C: Enterprise, 1C: UNF, 1C: ERP

Education

Applied Informatics
RTU MIREA • Moscow
07/2023
Hackathon winner Mosprom in the case Creating a configurator for uploading initial data from the accounting system to the 1C configuration: Model Constructor (2022)

Finalist of the National Open Championship of Creative Competencies "ArtMasters" (2021)

Finalist of the competition of SBER youth accelerators "SberStudent" (2021)

Top 10 projects at the "Junction Connected" hackathon (2020)

Java Mobile Development (Android | Java)
IT Academy SAMSUNG • Moscow
05/2023

Environment Modeling & VR/AR (3ds Max | Unity | C#)
RTU MIREA • Moscow
05/2022

Idea to Market Program
Stanford Center of Professional Development • Remote
10/2021

VR/AR (3ds Max | Unity | C#)
Technopark "Kvantorium" • Kaliningrad
06/2019
Hackathon Winner of the All-Russian Festival of Virtual and Augmented Reality (2019)

Hackathon Winner of the First All-Russian Festival of Virtual and Augmented Reality (2018)

Winner of the second degree of the All-Russian competition for young developers of AR applications from Epson (2018)

Absolute winner of the international competition of engineering teams (ICET2018)

School VR 360 (Unity | C#)
IT School SAMSUNG | CONTENTED • Kaliningrad
07/2018

Android Java Development (Android | Java | MySQL)
IT School SAMSUNG • Kaliningrad
06/2017
Winner of the 2nd degree of the competition "IT School chooses the strongest" (2017)

Web programming | Website Creation Basics
Unibix Learning Center • Kaliningrad
05/2017