Marina Bakanova

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Summary

Unity 3D developer, doing mobile development, working with VR/AR. Working with 3D modeling software 3Ds Max, I have skills in unwrapping and texturing models in the Substance Painter program. Unity development experience and 3D modeling experience 4 years.

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

Experience

RTUITLAB • Moscow
09/2020 - Present

- Development of mobile applications in the Unity 3D game engine
- Development of VR applications in the Unity 3D game engine for Cardboard
- 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

Basic scills

- Knowledge of C#
- Creation of Mobile Apps in Unity 3D
- Creation of VR applications in Unity 3D (HTC VIVE, Cardboard)
- Creating AR applications in Unity 3D (Vuforia)
- Working with the GitHub Version Control System
- Working with equipment (HTC VIVE, Oculus)
- Basic skills of working with Unreal Engine
- Modeling in 3ds Max
- Texturing in Substance Painter
- Creating a UV map of a 3D model

Extra scills

Photoshop basic skills, Creating an Android application (Java), Experience in creating client-server Android applications, Programming languages Java/Python/C++/C#/PHP, Web page creation (HTML/CSS/PHP/JS), Experience working with Agile, Scrum, Kanban methodologies, Working with the skeleton (3Ds Max), Editing poses and animations from mixamo, Preparing a 3D model for printing, Experience with SQL, Knowledge of UML, IDEF0, IDEF3, DFD, BPMN, EPC, WFD, Experience in Jira, Confluence, Experience in Creatio, Experience in 1C: Enterprise, 1C: UNF, 1C: ERP

Education

Applied Informatics

RTU MIREA • Moscow
07/2023
The winner of the hackathon "Mosprom" in the case Creation of a configurator for uploading initial data from the accounting system to the configuration 1C: 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)

VR/AR
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)

The absolute winner of the international competition of children's engineering teams (ICET2018)

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

Web programming (level 1); Website Creation Basics
Unibix Learning Center • Kaliningrad
05/2017