Oleg Fediukovich

Unity VR software developer

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- https://oleg-a-llito.github.io/portfolio/

SKILLS

Unity Engine
- SteamVR plugin
- Photon (PUN)

Game Development
- Flat screen, VR, Mobile

Programming Languages
- C#
- Python
- C++
- JS
- SQL

Shaders
- HLSL (Unity Compute Shaders)

Soft skills
- Harvard negotiations
- Storytelling

3D modeling
- Blender
- CADs (Fusion)

LANGUAGES

Russian
Native

English
C2

Ukrainian
C1

WORK EXPERIENCE

INTAMT
(17.06.2022 - Present)

Unity VR software developer

The DTNET consortium aims to create an innovative & handy set of tools to provide the HEIs with the technological advantages of VR simulations in nursing education. My role there is to develop VR apps that would run smoothly on standalone VR headsets (the Meta Quest), full stack. I also developed a complex scenario constructor system for it along with a database server to upload, access, and share these scenarios.

🔗 https://intamt.eu/2021/09/digital-technology-for-nursing-education-and-training-dtnet-project/

EDUCATION

ITMO University
(01.09.2018 - 01.06.2022)

BS, Software Engineering

🔗 https://en.itmo.ru/

PET PROJECTS

Multiverse Kitchen VR
VR singleplayer cooking game with force-feedback gloves support. University thesis project.

- Unity
- SteamVR plugin
- OpenGloves driver

Picture to Cellular Automata
Compute shader (and an auxiliary script) for turning an image (e.g. a texture) into a procedurally generated multicolor cellular automata rendered on GPU into a render texture, making it possible to use it as a regular texture.

- Unity
- HLSL

ChaoSquash VR
VR destruction physics singleplayer game with roguelike elements. Made in a week for Brackeys Game Jam 2021.2.

- Unity
- SteamVR plugin

History, I guess
SQL database demo project, fully functional online multiplayer card game based on Timeline (real life card game). The server is a SQL database, the client is a desktop application made in Unity. All the game mechanics are done on server using stored procedures.

- SQL
- Unity
- HDRP

DrawCrow
Raster graphics editor web app made with canvas. Can be tried online right on portfolio website.

- HTML
- CSS
- JS

NutBuster
Photon multiplayer demo with grappling, parkour and bombing mechanics, as well as no actual gameplay.

- Unity
- Photon (PUN)
- URP

Bounce Party, Soapscape, Burger Tower
Hypercasual android games.

- Unity
- Android Studio
- GameAnalytics

VOLUNTEER EXPERIENCE

The electoral headquarters of Rina Matsapulina
(01.07.2022 - 01.08.2022)

Signature collector

Trying to help register a democratic, liberal, female candidate into Saint Peterburg's city parliament to support political competition and diversity in Russia.

🔗 https://matsapulina.ru/