

# Oleg Fediukovich

C#/.NET Developer

Tbilisi, Georgia @oleg\_a\_wto OlegTheDev@gmail.com Portfolio Website

## Skills

### Programming Languages

C#, HLSL, C++, SQL, Python

### Tools and technology

Relational Databases, Network packets, ASP.NET, Orleans, .NET Framework

### Unity Engine

Photon (PUN), OpenXR, Meta Quest series, Mobile platforms, URP, DI, WebGL, .NET Framework

### 3D modeling

Blender, CADs (Fusion 360)

### Soft skills

Assertive Communication, Harvard Negotiations, Adaptivity, Creativity

### Certifications

#### Cambridge English: Proficiency (CPE)

University of Cambridge

2021-06-29

### Languages

#### English

C2

#### Russian

Native

## Experience

### INTAMT GmbH

2022-06-17 - Present

Unity VR software developer

<https://drflemp.eu/>

Worked in an international Erasmus+ team to develop 3 VR/XR applications for medical education on standalone headsets (Meta Quest, Pico Neo).

- Created a desktop spectator app using **Photon** for Networking, facilitating seamless interaction and communication between a desktop host and remote standalone VR clients.
- Implemented Meta's Wit **AI** and OpenAI's ChatGPT integration to develop an intelligent patient simulation for various medical scenarios.
- Created a scenario constructor system and an **SQL** database server, enabling seamless custom scenario creation, sharing, and collaboration.
- Created Unity **Editor Tools** that significantly accelerated level development, enabling the project to meet tight deadlines and allocate resources for additional content integration, thus enhancing overall project productivity and creativity.

The contributions made allowed for developing the applications from the ground up to release.

## Education

### ITMO University

2018-09-01 - 2022-06-01

Software Engineering

BS

GPA: 3.81

<https://en.itmo.ru/>

## Personal Projects

### History, I guess

An online multiplayer card game. The server is a **SQL database** (the server logic is done via stored procedures), and the client is a desktop **Unity** application.

SQL, Unity, HDRP

### Chess Nations

Sid Meier's Civilization meets Chess, solo commercial release on CrazyGames

WebGL, Addressables, SDK integration, Websocket

### Multiverse Kitchen VR

A **physics-based VR** cooking experience with **force-feedback gloves support**. University thesis project.

Unity, SteamVR plugin, HTC Vive, Custom device driver (C++)

### ChaoSquash VR

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

Unity, SteamVR plugin, HTC Vive

### Burger Tower, Bounce Party, Soap Escape

Hypercasual mobile games I've developed and tested in collaboration with Voodoo.

Android, Gradle, GameAnalytics, Mobile, Unity, URP