

Oleg Fediukovich

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Education

ITMO University

BS IN SOFTWARE ENGINEERING

GPA: 4.81

Saint Petersburg, Russia

Sep 2018 – Jun 2022

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)

Projects (portfolio link above)

Multiverse Kitchen VR

Unity, SteamVR plugin, OpenGloves driver

VR SINGLEPLAYER COOKING GAME WITH FORCE-FEEDBACK GLOVES SUPPORT. UNIVERSITY THESIS PROJECT.

Picture to Cellular Automata

Unity, HLSL

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.

ChaoSquash VR

Unity, SteamVR plugin

VR DESTRUCTION PHYSICS SINGLEPLAYER GAME WITH ROGUELIKE ELEMENTS. MADE IN A WEEK FOR BRACEYS GAME JAM 2021.2.

History, I guess

SQL, Unity, HDRP

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.

DrawCrow

HTML, CSS, JS

RASTER GRAPHICS EDITOR WEB APP MADE WITH CANVAS. CAN BE TRIED ONLINE RIGHT ON PORTFOLIO WEBSITE.

NutBuster

Unity, Photon (PUN), URP

PHOTON MULTIPLAYER DEMO WITH GRAPPLING, PARKOUR AND BOMBING MECHANICS, AS WELL AS NO ACTUAL GAMEPLAY.

Bounce Party, Soapscape, Burger Tower

Unity, Android Studio, GameAnalytics

HYPERCASUAL ANDROID GAMES.

Languages

English **Proficient (C2)**, CPE
Russian **Native**