Oleg Fediukovich
Unity Software Developer

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🔗 Portfolio Website

Skills

Unity Engine

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

Programming Languages

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

Soft skills

Assertive Communication, Harvard Negotiations, Adaptivity, Creativity

3D modeling

Blender, CADs (Fusion 360)

Prompt engineering

Seamlessly integrate AI products into IT solutions through expert prompt engineering for txt2img, img2img models, and LLMs, optimizing functionalities and user experiences.

Certifications

Cambridge English: Proficiency (CPE)

University of Cambridge

2021-06-29

Languages

English

C2

◆ ◆ ◆ ◆ ◆

Russian

Native

◆ ◆ ◆ ◆ ◆

Ukrainian

B2

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Experience

INTAMT GmbH   **2022-06-17 - Present**

Unity VR software developer

🔗 https://drflemp.eu/

Worked in an international Erasmus+ team to develop 3 optimized **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/

Projects

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

History, I guess

An online multiplayer card game. The server is a **SQL database**, and the client is a desktop **Unity** application.

SQL, Unity, HDRP

Picture to Cellular Automata

A **compute shader** for turning a texture into a procedurally generated multicolor cellular automata rendered on GPU (multiprocessed).

Unity, HLSL

NutBuster

A very dynamic **Photon multiplayer** demo with intense physics-based gameplay.

Unity, Photon (PUN), URP

Volunteering

The electoral headquarters of Rina Matsapulina   **2022-07-01 - 2022-08-01**

A mobile signature collector

🔗 https://matsapulina.ru/

Trying to get a democratic, liberal candidate registered and elected into Saint Peterburg's city parliament to support libertarian tendencies, political competition, and representative diversity (specifically, gender and age diversity) in Russia.