Oleg Fediukovich

Unity VR software developer

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SKILLS

Unity Engine

Photon (PUN) SteamVR

OpenXR BNG Framework

Meta Quest / Quest 2

Building for Android (Gradle)

Programming Languages

C# HLSL C++ SQL

Python JS

Soft skills

Creativity Adaptability

Harvard Negotiations

3D modeling

Blender CADs (Fusion)

LANGUAGES

Russian	English
Native	C2

Ukrainian	German
B2	A1

CERTIFICATIONS

CPE (29.06.2021)
University of Cambridge

WORK EXPERIENCE

INTAMT (17.06.2022 - Present)
Unity VR software developer

- Developed optimized VR applications for medical education on standalone headsets like Meta Quest 2.
- Created a desktop viewer app for teachers using Photon for Networking, facilitating seamless interaction and communication.
- Implemented Meta's Wit AI and OpenAI's ChatGPT to develop an intelligent patient simulation for comprehensive anamnesis training and various medical scenarios.
- Created a scenario constructor system and database server, enabling seamless custom scenario creation, sharing, and collaboration.\

The contributions made encompassed enhancing medical education with immersive VR experiences, as well as providing essential tools for teachers.

🔗 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 GPA: 3.81

🔗 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

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
A fully functional online multiplayer card game. The server is a SQL database, and the client is a desktop Unity application. All of the game logic is exclusively server-side.

SQL Unity HDRP

Picture to Cellular Automata
Compute shader (and an auxiliary script) for turning a texture into a procedurally generated multicolor cellular automata rendered on GPU, making it very efficient.

Unity HLSL

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
Android games with analytics frameworks integrated into them.

Unity Gradle

GameAnalytics

DrawCrow
Raster graphics editor web app. Can be tried online right on the portfolio website.

HTML CSS JS

VOLUNTEER EXPERIENCE

The electoral headquarters of Rina Matsapulina (01.07.2022 - 01.08.2022)
Signature collector

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.

🔗 https://matsapulina.ru/