



# Oleg Fediukovich

Unity VR software developer

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- <https://oleg-a-lito.github.io/portfolio/>

## SKILLS

### Unity Engine

Photon (PUN)

SteamVR

OpenXR

Building for Android (Gradle)

Meta Quest / Quest 2

### Programming Languages

C#

C++

SQL

Python

JS

### Shaders

HLSL (Unity Compute Shaders)

### Soft skills

Creativity

Adaptability

Harvard Negotiations

### 3D modeling

Blender

CADs (Fusion)

## LANGUAGES

### Russian

Native

### Ukrainian

B2

### English

C2

### German

A1

## WORK EXPERIENCE

### INTAMT

(17.06.2022 - Present)

Unity VR software developer

The DTNET and DRFLEMP are EdTech VR products for medical students. My role there is to develop VR apps that would run smoothly on standalone VR headsets (the Meta Quest 2), full stack. Integrated numerous products into our app, including Meta's Wit AI for speech processing and OpenAI's ChatGPT for NLP. 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

Casual android games.

Unity

Gradle

GameAnalytics

## 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 Petersburg's city parliament to support libertarian tendencies, political competition, and representative diversity (specifically, gender and age diversity) in Russia.

<https://matsapulina.ru/>