

# Oleg Fediukovich

✉ Fedol1408@gmail.com | ☎ +79819818206 | 📍 Saint Petersburg, Russia | 🔗 oleg-a-llito.github.io/portfolio/

## Education

### ITMO University

BS IN SOFTWARE ENGINEERING

GPA: 4.77

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 BRACKEYS 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**