

Andrey Golovin

Software Developer

5+ years, middle, english: C1

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Stack:

python, typescript

Backend:

nodejs, python, flask/fastapi,
bash, sql/nosql, Linux and server
administration

Fronted:

HTML/JS/Css, svelte, vue, react

WEBGL, Canvas, ThreeJS

GLSL, HLSL

Gui:

PyQt, Blender API, Maya API,
electron, Unity Editor C#

little C/C++

Realms:

- User interfaces
- Art production pipelines
- FullStack web-development
- MVPs
- VR/AR/XR
- Plugin development
- Game engines related development
- TechArt and Optimization
- Research

Years of Experience:

• As 3d Artist: 5

• As Technical Artist: 4

• As Software Developer: 5

Timeline of Experience:

Position:	Place:	Time:
Frontend Developer Threejs, 8XR, GLTF, GLSL, HTML/Css, AlpineJs, vite, Typescript - developing interactive web AR/XR applications - optimizing for mobile devices / web limitations	LikeXR Moscow, PartTime	1.5 years
Technical Artist Unity, C#, Blender, Python HLSL, ShaderGraph - game content supervision - unity 3d editor custom tools - optimization for mobile devices	ChillBase, OneState Belgrade, FullTime	0.5 years
Technical Artist / Developer Python, Blender API, Maya, HLSL, C++ - RnD in feature development - Prototyped content creation pipelines - Creating custom tools for Art Creation	Wargaming, World of Warships Belgrade, FullTime	1.5 years

Position:	Place:	Time:
Freelance Software Developer Python, NodeJS, Typescript, Threejs, svelte, vue, react, sql, PostgreSQL, Flask/Fastapi/Nest, <ul style="list-style-type: none"> - web apps, interactive experiences - working in teams of different sizes - building fullstack apps from scratch, including: <ul style="list-style-type: none"> - architecture, planning and choosing technology stacks - prototyping needed data schemes in sql/nosql - working with backend, servers and middleware - learning new technologies rapidly and adaptively - working with photogrammetry data, geographical data - generative image processing - working with custom engines and tight technical requirements - react/vuejs/svelte , python flask/fastapi/django, nestjs, express - setting up custom CI/CD pipelines 	Multiple Clients Worldwide, FullTime	2.5 years
Teacher of Computer Graphics Unity, Blender	Sreda Obuchenia, Skolkovo Moscow, PartTime	1 year
<ul style="list-style-type: none"> - Teaching Computer graphics - Using modern methods, like group projects, individual approaches and giving creative freedom inside boundaries of the subjects - Teaching basics of working in teams, including git and specializations - Creating Learning Program 		
Technical Artist Unity, Bledner, Substance	Immerse AR Moscow, FullTime	1.5 years
<ul style="list-style-type: none"> - Art supervision - Created Documentaion and guidelines for 3d artist - Launched a correct working art production pipeline - Complex VFX - Complex Rigs - optimization for mobile devices - mini RnDs for pipelines of VFXs 		
3D Artist Blender	Playkot Saint-Petersburg, FullTime	1 year
<ul style="list-style-type: none"> - Created Game Content - Worked with programmers to debug new features - Optimized self workload with basic scripting 		

Education:

BA, Rodchenko Art School, new and interactive media	2020
ITMO, teacher of computer graphics	2014

Coursera: Programming Languages Part A / Part B / Part C (University of Washington)
 Algorithms and Data Structures / Python (University of Washington)