Leonid Danenkov

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Education

Simon Fraser University || Bachelor of Art in Interactive Arts and Technology	**2018 - 2021**
Graduation Project: Experiencing Synesthesia in Virtual and Augmented Reality	**2019**

Research Experience

Undergraduate Consultant | iSpace Lab Simon Fraser University (IAT 486) | Dr. Bernhard Riecke   **2020**
- Researched the impact of visual cue notifications on users in continuous VR locomotion
- Prototyped experiences and user interfaces with Unity and Figma for hypothesis testing
- Developed iconography, typeface, and color theory to 3D peripheral UI   **2019**

Research Assistant | Centre for Digital Media | Dr. Patrick Pennefather
- Visualized scholarly articles into Virtual Reality interactive environments
- Analyzed user feedback from scholars to enhance students' comprehension of articles
- Researched methods of user engagement with scholarly articles inside VR

Research Interests

- Co-located user interactions and user experience in Virtual and Augmented Reality 3D spaces
- Skeuomorphic user interfaces as parts of mixed reality blend with physical user 3D scanned environment
- Immersive mixed reality 3D cinema characters and environments spatially anchored in mixed reality

Publications

**Cybernetics & Human Knowing | A journal of second-order cybernetics autopoesis and cybermiotics,   2020
Volume 27, No. 2, 2020 | Acting Cybernetically 61-81 pgs.**
A Fun Palace: A Mixed Reality Event Through the Looking Glass of Cybernetics
Patrick Pennefather, Patrick Rizzotti, John Desnoyers-Stewart, Katerina Stepanova,
Bernhard Riecke, **Leonid Danenkov**, Vladislav Ryzhov, Julie-anne Saroyan,
William Beltran, Riya Chak

Projects & Volunteering

ACM SIGGRAPH   **VR Theatre Manager**   **2022**
- Managed a team of 25 developers and designers to create an XR Hub for a VR Theatre Show
- Developed comprehensive setup guides and user manuals for VR theater showcases, ensuring high audience engagement
- Documented project insights and lessons learned, contributing to improved planning and execution of future VR projects

Mixed Reality Performance Symposium UBC   **VR Showrunner**   **2021**
- Showcased VR experience to further user test design hypothesis on audio to visual human perception
- Collected valuable feedback from attendees to redesign user interactions and user experience
- Presented different applications of synesthesia to immersive technology design and development

Polygon Gallery   **VR Showrunnner**   **2020**
- Lead a team of researchers and project creators in successful set up and showcase of Indigenous VR storytelling projects
- Guided creators and Art Directors of showcased projects inside the gallery space to enhance reach to the attendees
- Orchestrated the flow of showcase's participants inside VR and in a physical world

FCAT Undergraduate Conference   **VR Researcher**   **2019**
- Showcased advanced utilization of software within hardware limitations of a first consumer untethered VR headset (Oculus GO)
- Shared student experience with faculty advisors on researching and pursuing VR as a novel approach to 3D design
- Complemented the showcase with set design and graphics for pre-immersion and post-immersion stages

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I am a VR/AR Specialist with five years of experience in immersive technology and spatial design, holding a BA in Interactive Arts and Technology from Simon Fraser University. I've developed user-centered VR applications, contributed to research at iSpace Lab, and designed 3D experiences with tools like Three.js, WebXR, and Blender. Passionate about blending virtual and physical spaces, I bring a collaborative approach to crafting immersive, engaging interactions that elevate user experiences.

Work Experience

Article   **Digitization Specialist - CGI Team**   **Oct 2024 - present**

- Building digital twins of furniture with 3Ds Max, Corona Renderer/VRAY, and Substance Designer
- 3D Scanning furniture items with Artec Leo 3D Scanner to **save 30%** of company's costs on archiving the furniture items
- Utilizing photogrammetry to create realistic textures and look/feel of objects for rendering and cataloguing purposes
- Researching Gaussian Splatting and Nerf integration into scene rendering as a novel approach to 3D object digitization

Structural Color Gallery   **Experience Engineer**   **Feb 2024 - present**

- Designed and developed a 3D Web application for viewing scanned sculptures and artworks to digitize unique exhibition
- Authored comprehensive user guides and technical manuals for immersive 3D web experiences, **improving** user engagement **by 25%** through clear, intuitive instructions
- Optimized 3D assets and documented best practices for mesh compression and texture baking, **decreasing** website **loading times by 50%** and enhancing overall user satisfaction

Volumetrics.io   **Mixed Reality Design Engineer**   **Sep 2023 - Feb 2024**

- Prototyped and crafted with three.js WebXR experiences to promote a startup in 3D and VR/XR communities online
- Collaborated with cross-functional teams to **identify** and **document** over **15+** product **issues** on GitHub, enhancing product quality and accelerating development timelines by 15%
- Spearheaded the introduction of new documentation tools and workflows, **increasing** team **efficiency by 20%** and improving the overall quality and accessibility of technical content
- Developed detailed documentation for cross-platform websites, including system-level requirements and user guides, leading to a **30% reduction** in customer support **inquiries**

Nanome Inc.   **Mixed Reality Product Designer**   **Sep 2022 - Aug 2023**

- Designed interactions and user journeys with novel approaches to prototyping decreasing complexity of features for users
- Conducted extensive user research and developed training materials on the application of AI in design, **accelerating research** processes **by 75%** and fostering a data-driven approach to product development
- Established standardized documentation practices that **reduced** user flow **errors by 5%**, contributing to improved user interface design and user experience
- Conducted **2+hrs** user testing sessions with targeted users and performed thorough self-testing to identify bugs and design inconsistencies, refining software interactions and enhancing overall user experience

Software & Tools

Tools: Figma, Three.js, Blender, 3Ds Max, HTML, CSS, Javascript
Design: User flow maps, User Personas, Documentation Writing, Product Design
Other: System-level Documentation, User Manuals, Troubleshooting Guides, Agile Methodologies, Asana, Slack

Interests

Sports: swimming, trail running/hiking, cycling
Arts: independent cinema & theatre, Orchestra, Art History, Digital Design and Art Exhibitions, Fashion