

ANDREY FESKOVICH

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SUMMARY

Unity developer with 4+ years of experience mainly in e2e development. Most of my experience is in small projects and leading small teams or solo work. I want to dive into bigger project development, legacy, and more team play.

EXPERIENCE

Unity Developer

June 2019 - July 2023

Rubius & Rubius internship (2 month)

Tomsk

- Solo created 3 commercial AR spectacles (2 Android, 1 iOS) with some help on 2D UI in one of them. Each next spectacle was inspired by the success of the previous one and had more features and content.
- Made a market-cheapest AR-supporting device withstand 40m of creating the experience of a commercial AR theater without overheating. It's done by proper utilization of AR algorithms and configuring unity graphics.
- Developed feature allowing client to place ~80 AR spectacle decoration objects by herself saving different placements on the server. Client rapidly understood this feature and gave good feedback for project
- Integrated RPGTalk asset for custom scenario creation in a VR fundraising simulator. Fixed two major bugs, earning recognition from the asset's developers.
- Built 9 types of interactive objects for cross platform oil pump simulator. Made it VR with SteamVR. And got my first job offer.

Laboratory Technician

Dec 2019 - Present

Tomsk State University. VR/AR laboratory.

Tomsk

- Engineered a Unity XR framework prototype. Implemented my vision of a truly scalable, lightweight XR development framework with reusable modules. Significantly improved coupling and cohesion metrics over existing solutions. Implemented two AR platforms support. Financially backed by the Innovations Fund.
- Created an innovative XR system which resolves UI interaction misses or ambiguity. It works by simultaneous analysis of data of multiple XR input sources. It creates more comfortable UX over traditional methods.
- Led an XR internship for 15 students, managing and mentoring their Unity projects. Recommended three interns for hiring at Rubius, who still remain valuable employees.
- Completed 2 UnityVR courses for kids and for adults and got positive feedback

Software developer

July 2023 - Present

Western Siberia Corporation

Tomsk

- Developed a .NET C# SCADA application for the automated analysis of metallurgical slurry. It asynchronously controls an industry-first hardware system featuring 11 sensors and 5 drives, operating asynchronously.
- Upgraded the communication between sensors (C-firmware) and a Raspberry Pi (Qt) to multi-threaded operation. It allowed the satellite testing system to process more data, meeting increased requirements.

EDUCATION

Master of Computer Security Tomsk State University, IAMCS

2024

SKILLS

**Programming
Frameworks
Tools**

C#, C/C++, Python, JavaScript, SQL
AR Foundation, SteamVR, MRTK, XRInteractionToolkit, WPF, ASP.net, Qt
Git, Docker, VirtualBox