



FUAD MAMMADOV

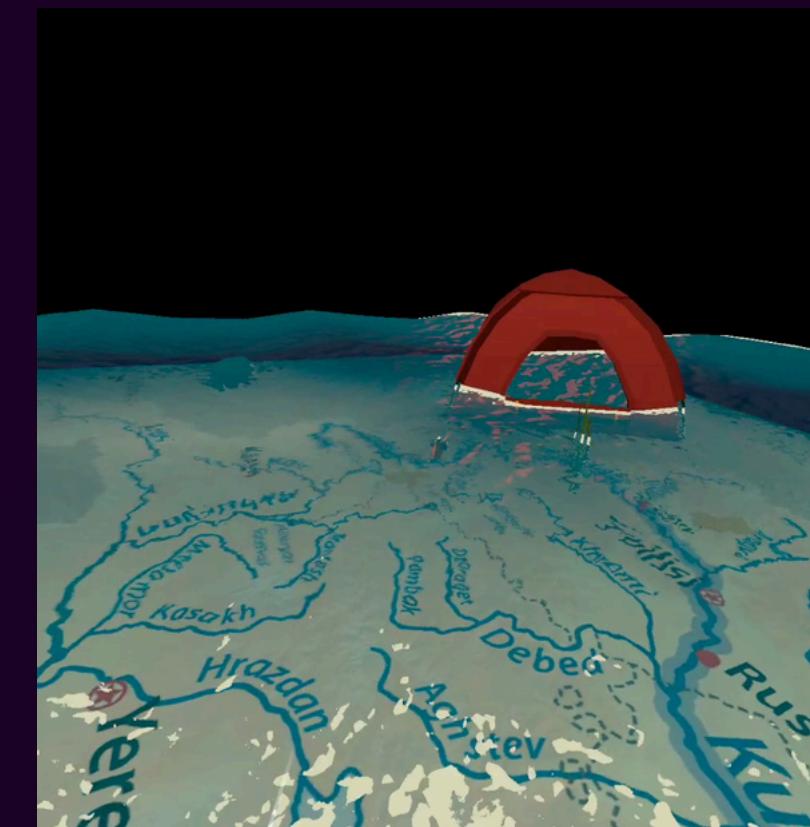
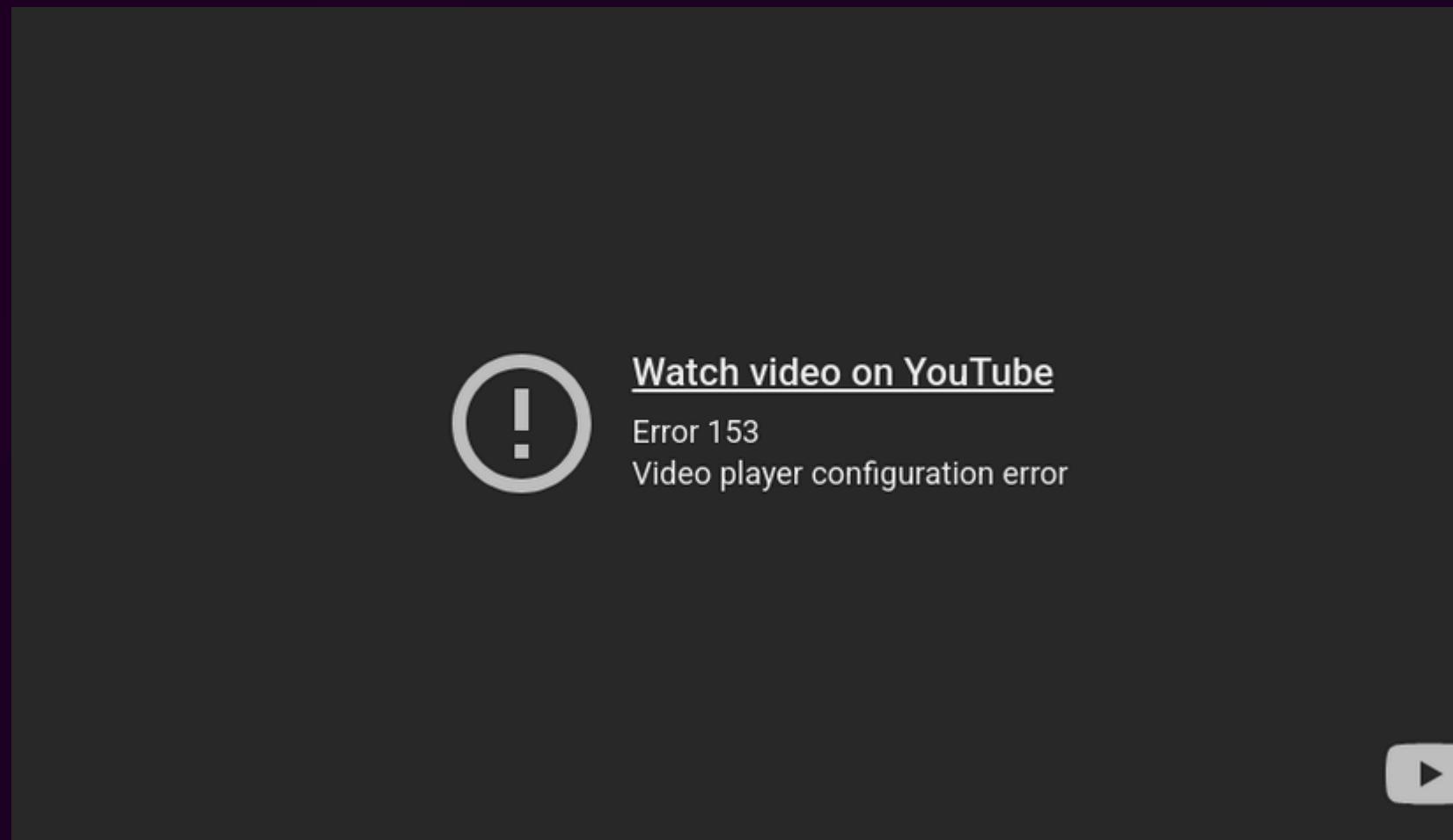
X R & IMMERSIVE MEDIA
ENTHUSIAST / DEVELOPER

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CHRONICLES OF KURA RIVER INTERACTIVE VR PROJECT



"Chronicles of Kura River" is an immersive virtual reality experience that brings the story of the Kura River to life. Through interactive storytelling, Unity VR environment, and environmental soundscapes, this project mix technology, storytelling, and modern art while celebrating the cultural heritage of the region. It was developed with the support of the Swiss Agency for Development and Cooperation to educate, inspire, and engage.

https://youtu.be/5N7FGUK7h_A?si=Qcc95vRMYEp9iYD



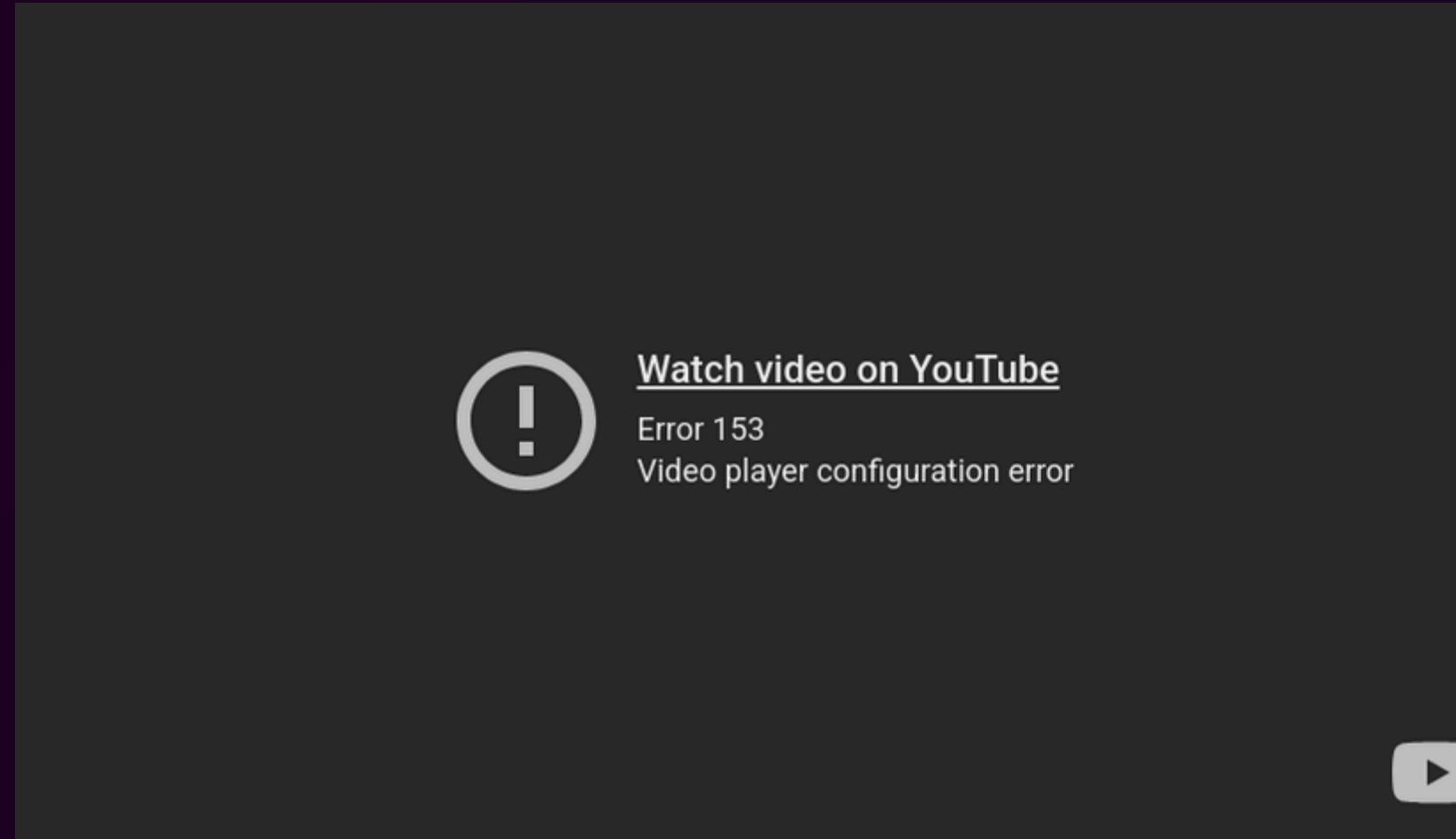


Impact & Achievements:

- Reached over **650 people** through workshops, events, and exhibitions
- Showcased at 2 global events like, **Gamepons 2024, Crooked House Art (Ireland)**
- Presented at 5 regional schools & universities like **Azerbaijan State University of Culture and Arts**



ADVENTURES OF TORTOISE JONATHAN - VR GAME



"Adventures of Tortoise Jonathan" is an immersive VR storytelling game designed to enhance social-emotional learning in children. By combining interactive VR environments, real-world shadow play, and engaging gameplay mechanics, the project creates a multi-layered storytelling experience that fosters empathy, teamwork, and problem-solving skills. Through 360° camera footage and mixed-media techniques, the game blends real-world elements with digital interaction, making it a unique educational tool for inclusive learning.

<https://youtu.be/bJjhvUFGnsE?si=8dLCm7X7EiO-dtZd>



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Impact & Achievements:

- Engaged over **420+** children in tech art and interactive storytelling sessions, improving their collaboration and emotional intelligence.
- Showcased at 5 schools, and in international festival in Prague, Czech Republic
- Praised by educators and parents as a fun yet meaningful way to encourage empathy and teamwork

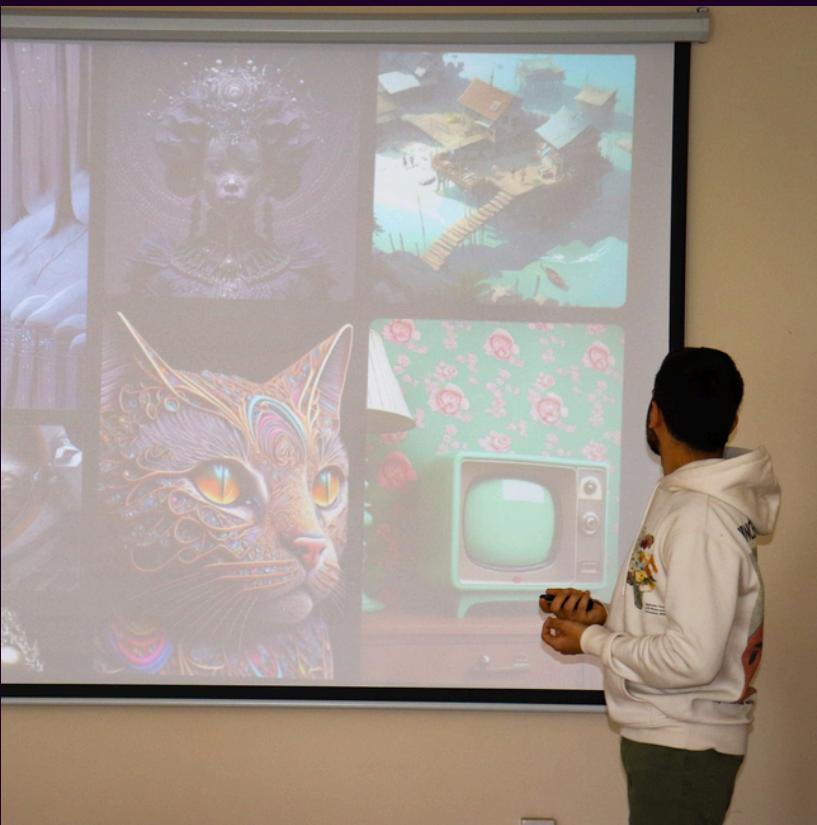


TECH-ART AND CREATIVITY TRAINING AND MENTORSHIP

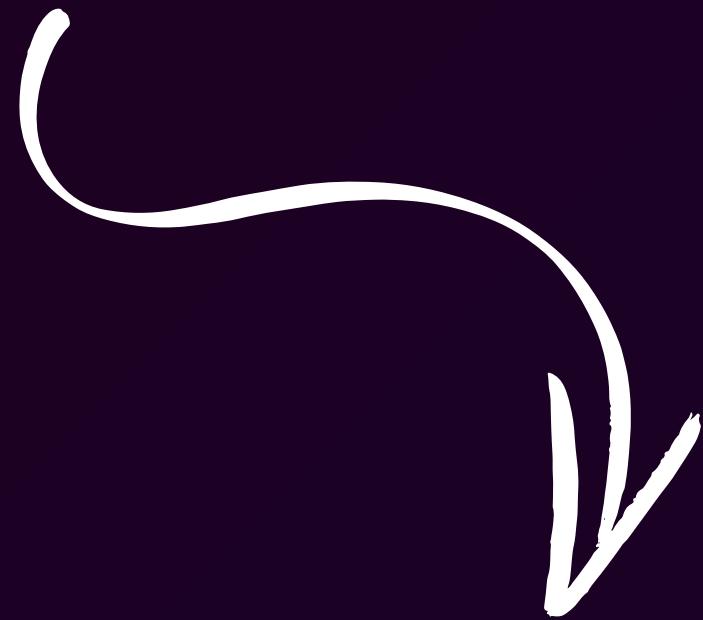


STEAM Education Program is a practical training initiative where I mentored 40 young women in the field of creative technology. During the program, I taught key topics such as generative art, Artificial Intelligence in media technologies, and STEAM-based creative practices.

Through hands-on workshops, participants explored how to combine artistic expression with emerging technologies, experimenting with tools like AI-driven image & sound generation, creative coding, and interactive digital media. My role focused on guiding them in turning abstract concepts into tech-integrated art projects, fostering both technical understanding and creative innovation.



YOU CAN SEE MORE
ON MY WEBSITE



www.fammad.io 

