

Dumitru Şişianu

Senior Unity Developer

Dedicated professional with a passion for Virtual & Augmented Reality, engaging experiences, creative game mechanics and elegant code.



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WORK EXPERIENCE

Lead Developer Status Pro

12/2018 - Present

Formerly known as ByteCubed Labs LLC, StatusPro is a sports technology company that combines data with augmented and virtual reality.

Achievements

- Designed system architecture, developed core game mechanics and other new features and enhancements to provided specifications.
- Implemented best practices and coding standards of the project, oversaw work done by other developers.
- Profiled & optimized project to meet target FPS and guarantee a smooth experience, as well as minimizing memory usage.
- Built interactive VR Multiplayer gameplay using Photon Networking.
- Tested game functionality & ensured products conform to high industry standards.
- Researched new technologies for the team, ported products to new platforms, including Magic Leap & RealMax.

Contact: <https://www.status.pro/>

Unity Developer Bully! Entertainment

06/2016 - 12/2018

Achievements

- Led development on Harvard Business Review AR app (Vuforia-based) and adapted it for Microsoft HoloLens.
- Led development on XR training simulation, ported it to VR.
- Implemented various features, tested & fixed bugs in other ongoing projects.
- Developed a variety of prototypes including VR Shooter, VR Spells game, AR Horror game, AR Cardgame, AR Car Showcase, VR Exercise and others.
- Worked with a range of platforms including iOS, Android, Windows PC, Microsoft HoloLens, CardboardVR, HTC Vive.

Contact: <https://bullyentertainment.com/>

Unity Developer Internship Magic Indie SRL

06/2015 - 08/2015

Achievements

- Designed & implemented driving & shooting mechanics.
- Developed & integrated UI assets.
- Tested & debugged game components.

SKILLS

Attention to detail

Analytical

Troubleshooting

Persistent

Goal-oriented

Self-motivated

Problem-solving

PERSONAL PROJECTS

Defenders VR (03/2018 - 07/2018)

- Designed & implemented gesture-based spellcasting mechanic
- Designed & implemented Arm-Swing VR locomotion

EDUCATION

Bachelor's Degree in Computer Science

Technical University of Moldova, Chişinău

09/2013 - 05/2017

Thesis

- Building games in VR - physical-based Game Mechanics.

LANGUAGES

Romanian

Native or Bilingual Proficiency

English

Full Professional Proficiency

Russian

Full Professional Proficiency

INTERESTS

VR & AR

Video Games

AI

Solving puzzles

Elegant code

Philosophy

Building new things