

# Betmurzaev Said

## Freelance Developer

### Contact

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### About

I have a very good knowledge of Unity and React and I understand and adapt very quickly to any project or technology. I had initially started as a Unity Developer with no prior experience in front-end and back-end development, but I quickly adapted for the needs of my client and I have now been working with react for half a year. I integrated multiple new functionalities to their platform by updating both the front-end and the backend which is made with ASP.net and Entity Framework. I am currently working for my client on maintaining and adding new features to Hakobio (Unity WebGL builder communicating with a react web interface), Hakobio-Holo (unity) and Hakobio-VR (unity).

### Work

**Hakobio**

November 2017 –

Hakobio is a platform that allows biopharmaceutical and medical companies to design <https://app.hakobio2.com/> laboratories plans and concepts. Working on the WebGL builder with Unity3D and front-end with ReactJs. The platform is still in development.

**Hakobio Holo**

November 2017 –

Development of Hakobio-Holo. Hakobio-Holo is a Hololens application that allows a user to retrieve his project from the Hakobio platform, and visualize it in 3D. The app is regularly updated to meet client's needs.

**Hakobio VR**

November 2017 –

Development of Hakobio VR. Hakobio VR is a GearVR application that allows a user to retrieve his projects from the Hakobio platform, and visualize them in 3D. The app is regularly updated to meet client's needs.

**Atlas Experience**

August 2018 – Octobre 2018

Atlas is a Hololens and Vive artistic experience developed by Yann Deval. I <https://youtu.be/5MxxcLrMgEE> worked on adding new features and optimising the code.

**CoverHolo**

February 2017 – May 2017

Development from scratch of CoverHolo. CoverHolo is a Hololens application [https://youtu.be/TgzdAQY9X\\_s](https://youtu.be/TgzdAQY9X_s) made to ease the process of veranda sale. Features Hologram sharing between users, augmented reality catalog

with Vuforia and remote assistance from a UWP app.

## Volunteer

### CoderDojo Mons

June 2017 — December 2018

#### Mentor

CoderDojo Belgium is a non-profit movement that organizes free coding workshops in Belgium for kids aged 7 to 18 years. Dojo's are fully set-up and organized by volunteers. CoderDojo Mons got created in 2016 by a bunch of friends, and as of today, we are around 10 mentors and more than 30 students attend our workshops every month. We currently give courses on html/css, Javascript, Scratch and Robotics.

## Education

### Haute École en Hainaut

2014 — 2017

🎓 **Information Technology**  
Bachelor

## Skills

### Unity 3D

- C#
- WebGL
- VR (mobile and desktop)
- MR (Hololens)
- Vuforia

### Web Development

- HTML
- CSS
- ReactJS
- Redux

## Languages

### French

Native speaker

### English

C2

## Interests

### Reading

- Books (Programming, Science, Entrepreneurship)
- Online (Reddit, Medium)

### 3D Modeling

- Blender