

Betmurzaev Said

Freelance Developer

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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).

Experience

Hakobio

November 2017 - Present

🌐 <https://app.hakobio2.com/>

Hakobio is a platform that allows biopharmaceutical and medical companies to design 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 - Present

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 - Present

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 - October 2018

🌐 <https://youtu.be/5MxxcLrMgEE>

Atlas is a Hololens and Vive artistic experience developed by Yann Deval. I worked on adding new features and optimising the code.

CoverHolo

February 2017 - May 2017

🌐 https://youtu.be/TgzdAQY9X_s

Development from scratch of CoverHolo. CoverHolo is a Hololens application 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.

Education

Haute École en Hainaut

2014 - 2017

Bachelor

Information Technology

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.

Skills

Unity 3D

Master



Web Development

Advanced



C#

WebGL

VR (mobile and desktop)

MR (Hololens)

Vuforia

HTML

CSS

ReactJS

Redux

Languages

French

Native speaker

English

C2

Interests

Reading

Books (Programming, Science, Entrepreneurship)

Online (Reddit, Medium)

3D Modeling

Blender