Senya Pugach

is a software developer with experience in 3D web programming and a passion for research, science, and game development

Moscow, Russia

[mail](#) [telegram](#) [github](#) [instagram](#) [artlebedev](#)

Employments

[Art. Lebedev Studio](#) *Moscow, Russia*
R&D software engineer *november 2017 – present*

[LoyaltyPlant](#) *Saint Petersburg, Russia*
software engineer intern *june – august 2016*

Professional skills

TypeScript, WebGL, node.js, Unity & C#, AR, game development
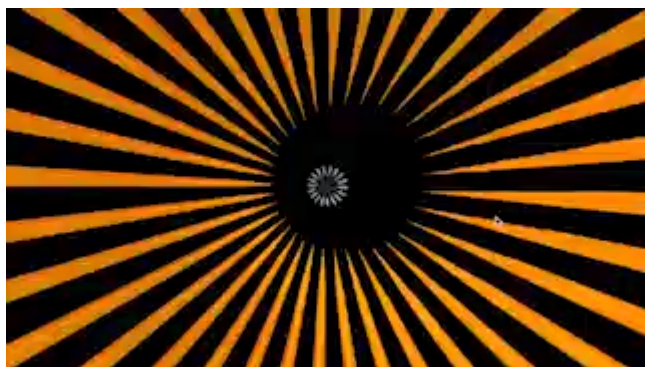
Education

Omsk State University
Faculty of Chemistry, **Chemical Technology** *september 2017*
Faculty of Computer Sciences, **Informatics and computer engineering** *october – november 2017*

Awards

[FWA](#), [CSS Design Awards](#), [Runet Rating](#)

Featured projects

Krono: 3D engine & editor

I designed and developed a batteries-included 3D engine that is used to make mesmerising audio-visual web experiences. It has brought down our development time for 3D websites from one year to two months.

Krono comes with built-in support for editing visual effects and audio, doing post-processing, and working with modern model / texture formats and their compressors / decoders / optimisers. The developer experience is very streamlined, with only 10 lines being required to display a model for the browser. Crucially, it can also be used by non-technical designers through a web-based editor that allows for adjusting the visual appearance of the render without touching the code.

2019–2020
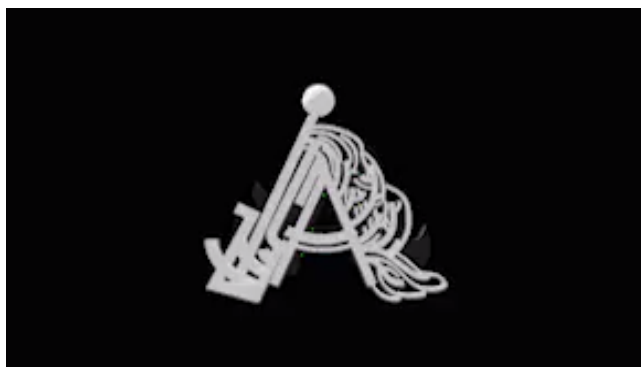
[Aquarium](#)

I developed an immersive site for Aquarium, legendary founders of the Russian Rock stage. As viewers scroll through the site, they are transported through a human created and randomly generated experience that showcase's Aquarium's rich history and musical collection.

While developing this narrative, I had to learn 3D rendering at the most basic level. I wrote shaders, built an extensible 3D rendering architecture (which would become Krono), created tools for designers working on the same project, and constantly solved interesting, complex problems.

2019–2020

Immersion into Rukami

A registration page for the children's festival "Rukami". An unusual and vivid immersion into the world of the festival.

Thanks to the use of Krono, project creation time was reduced from one year to three months, because of this the profitability of this project for the company was much higher than usual.
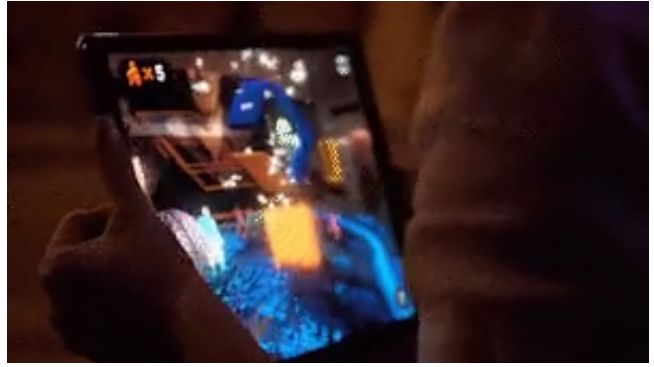
Made with Krono.

september – november 2020

Sotbi AR iOS app

An iOS augmented reality app demonstrates the oddity of corporate workdays.

Sotbi's are guys who, forcing debtors to pay back multibillion-rubles debts. So, in this AR game your goal is find the five hiding debtors.

download
2018

Moscow Metro Map 4.0

For the Moscow metro map I created various tools to facilitate the designer's work on the map, and also developed scripts to automate the creation of the map in different formats and its translation into different languages. My work greatly reduced the time it took to create the map and saved the company money.
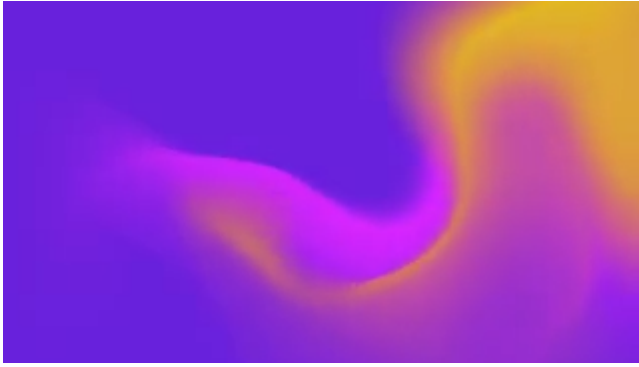
winter – spring 2019

Mother

A heartbreaking game that tells the story of a draftee who comes back home to his mother. I made this in 48 hours for Ludum Dare #39. This game saved me from the army.

sources
29–30 july 2017

Moscow International Medical Cluster website

MIMC is an unprecedented international medical project in Russia. I was the lead developer of it's site: I guided and organized the other developers, developed the main visual element of the project's identity — a mesmerizingly lively spot, made an editor for quick spot customization, and made a terrific 3D.

2019–2020
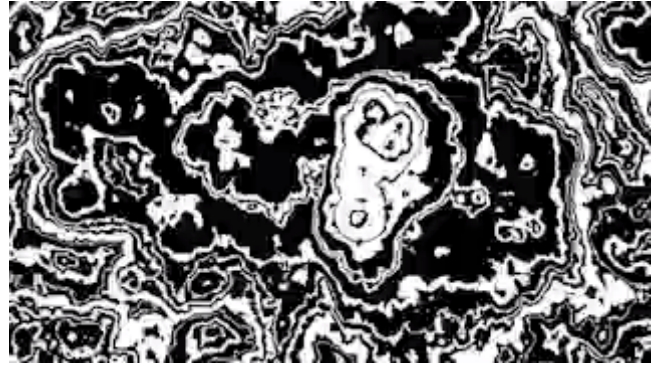
Not released yet WebGL generative design tool

It was created for one of the Art. Lebedev studio client to accelerate, simplify and unify the design creation by the client's design department. Also, the tool eliminates bad design creation, improving the overall quality of the client's design system.

"My Way" Windows Phone app

A Windows Phone application that allows residents of Omsk to find out when a bus will arrive at their stop. It is especially useful in winter to avoid freezing to death at the bus stop. **10 000 downloads**. Also, there is AR in this app, in 2014.

download *sources*
2014

Angry Birds for Priziva.net

Commercial game for Priziva.net, Angry Birds clone. I programmed a game with destructible environment, level editor, mobile support, different shell types, incredible sounds and a rating server. Also I coordinated work between designers.

sources
february – march 2019