



24 ani

♂ Masculin

O Chisinău

□ 1 300 EUR

TOP Competențe

- Asset Management · 2 ani
- 3D-party asset integration · 2 ani
- UI creation · 2 ani
- Performance optimization · 2 ani
- Creative approach · 2 ani

Preferințe

- Full-time
- În locația angajatorului
- Hibrid (Oficiu/Acasă)

Limbi

- Română · Comunicare
- Rusă · Nativ
- Engleză · Comunicare

Datele de contact sunt contra cost. Detalii aici: https://www.rabota.md/ro/prices/cv

Front-End, Back-End Developer

Experiența profesională

Unity Game Developer · VRLearning · Zurich

Martie 2023 - Prezent · 2 ani 5 luni

1. First Aid Training Game:

Designed and developed a first aid training game from scratch, covering concept creation, logical component

architecture, and integration of third-party plugins.

Implemented Firebase for database management and handled app deployment on Google Play and App Store.

Delivered WebGL and VR demo versions.

Built a custom localization system leveraging Google Sheets to manage text, audio, and video content.

Automated audio content generation using Google Sheets and OpenAI's TTS technology.

2. VR Driving Simulator Development:

Contributed to the development of a VR driving simulator, focusing on automating lesson creation via Google Docs and PlayMaker.

Structured lessons in spreadsheets, defining actions, parameters, checks, and training content, with links to associated assets.

Developed a system that allowed lesson generation in Unity with a single click, enabling non-programmers to adjust lessons directly through Google Sheets.

3. VR Bicycle Simulator Development:

Played a key role in developing a VR bicycle simulator, integrating custom hardware including a stationary bike setup with mounts for controllers to track steering and pedaling.

Ensured seamless data collection for accurate in-game interaction, allowing players to control the experience as if riding a real bicycle.

Provided an immersive experience where players used a VR headset to navigate realistic environments.

Competențe: Asset Management, 3D-party asset integration, UI creation, Performance optimization, Creative approach

Domeniul dorit

• IT, Tech

Studii: Superioare incomplete

UTM

Absolvit în: 2024 Facultatea: CIM

Specialitatea: IT Engineering