



28 ani
 Masculin
 Chișinău
 30 000 MDL
 f

Preferințe

- Flexibil

Limbi

- **Română** · Fluent
- **Rusă** · Fluent
- **Engleză** · Fluent
- **Ucraineană** · Mediu
- **Daneză** · Elementar
- **Franceză** · Elementar

Permis de conducere

Categoria: B

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

Augmented / Virtual Reality Developer

Despre mine

Since I was young, I have held a keen interest in various activities like programming, playing different musical instruments, professional table tennis and many others. That helped me a lot in developing my personality from a multicultural point of view. Also, it developed my ability to faster learn different skills and new technologies. One of my best qualities is that I do not give up when I face obstacles and work hard to conquer them.

What I am most interested in is the evolution of technology and how it will be used in future. I want to progress in the field of AR / VR development because it is one of the future's main targets, which soon will improve the way people study things, train for special missions, explore the unexplored, cure diseases and entertain people.

C#

Unity

Experiența profesională

Founder, Software Developer · Hybrid XR

Noiembrie 2020 - Prezent · 5 ani 3 luni

Opened a startup company which specializes in creating virtual and augmented reality experiences.

Software Developer · EON Reality · Viborg, Denmark

Martie 2019 - Septembrie 2019 · 7 luni

Developed augmented and virtual reality applications with educational purpose, using Unity and Autodesk Maya. Worked with Oculus Quest, Microsoft HoloLens, TeslaSuit, LeapMotion. Created Virtual Reality Chemistry Lab that helps the students to explore every chemical element from the periodic table. Presented the projects at the conference Electronics of Tomorrow 2019.

Studii: Superioare

VIA University College

Absolvit în: 2020

Facultatea: Information and Communication Technology

Specialitatea: Дополненная и виртуальная реальность

Liceul Teoretic Spiru Haret

Absolvit în: 2016

Facultatea: Profil real

Specialitatea: Profil real

Cursuri, training-uri**Unreal Engine course**

Absolvit în 2016

Organizator: GameFactory, IT Academy