

Olexander T.

VFX/2D/3D artist , Unity 3D developer

Video Game

Profile

- 24+ years in game development
- Involved in VFX throughout his game dev career
- Available to start ASAP
- Extensive experience as a Unity3D C# developer and 2D/3D VFX artist, working on a wide range of projects from mixed reality applications for Hololens, cross-platform tools, to games with on-chain business logic.
- Significant contributions to AR/VR applications, including development for indoor navigation, augmented reality software for smart-city solutions, and VR games and experiences.
- Leadership roles in project development, serving as Art Director, Lead Developer, and Lead Artist on various projects, indicating a strong background in both technical and creative aspects of software and game development.
- Diverse project portfolio, including work on augmented reality for plastic surgery visualization, body measurement technology for smartphone cameras, and 3D visualizations for medical and industrial applications.
- Involvement in promotional and interactive demos, demonstrating the ability to create engaging content for startups and established companies alike, such as Zibra.AI and Rapid Medical Parts.
- Development of a wide range of applications and games for various platforms, including web, mobile, standalone, and AR/VR platforms, highlighting versatility and adaptability in software development.
- Upper-Intermediate English

Details

Ukraine

OlexanderT.@upstaff.com

Skills



VFX