

# Olexander T.

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

### SUMMARY

- 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

### TECHNICAL SKILLS

<b>Main Technical Skills</b>	Unity, VFX
<b>Programming Languages</b>	Assembler, C, C#, C++, Delphi, JavaScript, Pascal, QBasic
<b>C++ Libraries and Tools</b>	C/C++/C#
<b>UI Frameworks, Libraries, and Browsers</b>	HTML, HTML5, XML
<b>JavaScript Libraries and Tools</b>	WebGL
<b>UI/UX/Wireframing</b>	Adobe Photoshop, AR, Corel Draw, VR, XR
<b>Platforms</b>	Android, Unity

<b>Third Party Tools / IDEs / SDK / Services</b>	AutoCAD, Autodesk 3DS Max, Visual Studio, XCode
<b>Operating Systems</b>	BeOS, iOS, Linux, macOS, MS-DOS, Windows
<b>SDK / API and Integrations</b>	Windows API
<b>Other Technical Skills</b>	Blender 3D, GearVR, Hololens, Hololens 1&2, HTC Vive, IBM PC compatible, Kinect, Manova VR, MidiSoft Studio, Modo, Monodevelop, MR, Object Pascal, Oculus, OSX, Phaser.IO, PSVita, ShaderLab, SoundForge, Valve Hummer

## EXPERIENCE

### **PATRIOT Power Generator**

2022-current

MixedReality application for Hololens [Unity3D C# developer, 2D|3D Artist] <https://www.youtube.com/watch?v=qtjLSrU34kk>

[NDA] Cross-platform inspection tool for airfield (web, mobile, hololens) [Unity3D C# developer, 2D|3D Artist]

[NDA] : Cross-platform 2.5D platformer game with on-chain business logic (web, mobile, standalone) [Unity3D C# developer, 2D|3D Artist]

### **Zibra.Ai**

2021

(<https://zibra.ai/>) [Interactive demo for promotion]

<https://business.diaa.gov.ua/cases/tehnologii/ukrainskij-ai-startap-zibraai-vipustiv-persij-plagin-na-bazi-masinnogo-navcanna-dla-simulacii-ridini>

### **Rapid Medical Parts**

2020

(<http://rapidmedicalparts.com/>) [3D visualisation]

### **3D Catalog | CARDO Software**

2019

(<https://play.google.com/store/apps/details?id=com.cardosoftware.catalog3d>) [Art Director, Lead Unity3D C# developer, 2D|3D artist]

### **VR games prototypes**

2019

([https://youtu.be/tYf0ac2n\\_SY](https://youtu.be/tYf0ac2n_SY) , <https://youtu.be/5gTJ4Lt0ORI>) [Unity3D C# developer]



## **AR TREK**

2018

(<https://itunes.apple.com/us/app/ar-trek/id1437096399>): Open dev. platform for Indoor Navigation in augmented reality (<https://youtu.be/v-34aAVSi04>)

## **Cosmos Invictus**

2018

([https://store.steampowered.com/app/682620/Cosmos\\_Invictus/](https://store.steampowered.com/app/682620/Cosmos_Invictus/)): UI/VFX art and programming

## **ARMix**

2017

(<http://nullreal.com/armix/>): AR/VR app with 6DOF, instant loading your own models via direct URL and walk around in AR or VR for free (<https://youtu.be/YCni4rfBuSA>)

<https://itunes.apple.com/us/app/armix/id1291721288> [Unity3D generalist]

## **dcConstructions | dcTOUCH**

2017

Smart-City - augmented reality software with position tracking ( <http://dctouch.ru/smart-city> , <https://youtu.be/L-GE6TTCKn8> )

## **W[F]RE**

2017

VR-Cinema promo app for simultaneously video playback on 10 GearVR [Unity3D C# developer, 2D|3D Artist]

## **FootBall / Soccer promo app**

2017

interactive fun app for RosSeti (<http://www.rosseti.ru/>)

<https://youtu.be/M64JLxLQX3s> for SPIEF'17 (St.Petersburg International Economic Forum) June 1,2,3 2017 (<http://www.forumspb.com/en/2017>) [Unity3D C# developer, 2D|3D Artist]

## **NCAR.com**

2017

multimedia car catalogue [Unity3D C# developer, 2D|3D Artist]

<https://play.google.com/store/apps/details?id=com.ncar.news3dguide>

<https://itunes.apple.com/ru/app/ncar-com/id1274597161>

<https://apps.apple.com/de/app/ncar-com/id1274597161>

## **Sidereum LTD**

2017

AR game (no more info because NDA) [Art Director, Lead Unity3D C# developer , Lead 2D|3D artist]

## **Tango Matrix Scanner**

2017

augmented reality software combines a cutting edge technology by Google and real image through the camera of your smartphone to get a Matrix-style view of your room <https://play.google.com/store/apps/details?>



id=com.nullreal.tangomatrixscanner [Art Director, Unity3D C# developer, 2D artist]  
<https://uploadvr.com/google-tango-app-turns-real-world-into-the-matrix/>

### **Life Hutch VR**

2017

([https://store.steampowered.com/app/1089330/Life\\_Hutch\\_VR/](https://store.steampowered.com/app/1089330/Life_Hutch_VR/)) for Patrick Donoghue : <https://www.youtube.com/watch?v=15IzlcFQ0Y0> (2003), [https://www.youtube.com/watch?v=Uts\\_2yhFx3Q](https://www.youtube.com/watch?v=Uts_2yhFx3Q) (2005) [Unity3D C# developer, 2D|3D Artist]

### **3DLook, LLC**

2016

(<http://3dlook.me>): A cutting edge technology that estimates your body measurements through the camera of your smartphone and lets you try on costumes <https://itunes.apple.com/app/3dlook-3d-model-your-body/id1157531374>  
<https://itunes.apple.com/us/app/3dlook-personal-outfit-guide/id1224533573>  
[Unity3D C# developer , 3D artist]

### **ILLUSIO, Inc.**

2016

(<http://www.illusioimaging.com>): augmented reality software combines a fluid and lifelike 3D virtual image and our surgeon's actual patient to transform an iPad into a virtual mirror.  
<https://itunes.apple.com/us/app/illusio/id1068593819> [Unity3D C# developer]

### **Sidereum LTD**

2015

project Null Real [Art Director, Lead Unity3D C# developer , Lead 2D|3D artist]  
( Port to OculusGo : <https://youtu.be/qwuQ9y7ia2M> )

### **stfalcon.com**

2015

project "City-Runner" [Unity3D C# developer]

### **Ciklum**

2015

project "Contiki VR demo" [Lead Unity3D C# developer , Lead 2D artist]

### **RiverSoft**

2015

project "Money-Pursuit" [Unity3D JavaScript | C# developer , Lead 2D|3D artist]  
( <https://youtu.be/Jn5czuiL2eE> )

### **Ukrainian chamber of Commerce and Industry**

2014

project "Industrial Park "Centralny" [Lead Unity3D JavaScript | C# developer , Lead 2D|3D artist] ( <https://youtu.be/-srejgiNjho> )



## **Underscor<sup>3</sup>e**

2014

project "Santa's Salvation" [Senior Unity3D JavaScript , Lead 2D|3D artist]

## **RiverSoft**

2014

project "Fireball" [Unity3D JavaScript | C# developer , 3D artist]  
( <https://youtu.be/X6uisgTAHoQ> )

## **ALternative.MS**

2014

project "Aspheron" [Lead Unity3D JavaScript , Lead 2D|3D artist]

## **Delrizia Investments LTD**

2013

project "NCAR.com & GT1.com" [Art Director, Lead Unity3D C# developer, 2D|3D artist]

## **ALternative.MS**

2013

project "aRace" [Lead Unity3D JavaScript | C# developer , Lead 2|3D artist]  
( <https://youtu.be/viB6RTUw-XI> )

## **Delrizia Investments LTD**

2012

project "JapCarFest" [Art Director, Lead Unity3D C# developer, 2D|3D artist]

## **Alesko**

2012

project "CustomGirl" [Lead Unity3D JavaScript | C# developer , Lead 2D|3D artist]  
([https://youtu.be/1FB-8fT5\\_KI](https://youtu.be/1FB-8fT5_KI) | <https://youtu.be/GWC04FcXG1M>)

## **Alesko**

2012

project "Hangar constructor" [Lead Unity3D JavaScript , Lead 2D|3D artist]  
(<https://youtu.be/ANRHjG1L6kw>)

## **Alesko**

2012

project "Besin 3D Constructor" [Lead Unity3D JavaScript]

## **Mirage LTD**

2012

project "Mirage 5D attraction" [Lead 2D|3D artist]

## **OGDS S.A.**

2012

project "Chick Fighter" [Junior Unity3D JavaScript developer]



## **UkrComCentr**

2011

software engineer consultant , lead 3D CAD modeler

## **DNS Company**

2011

Counter-Strike game level creator for championship

## **MegaDesign**

2008

Lead 2D|3D artist , Lead ObjectPascal developer

## **Abris**

2007

Lead 2D|3D artist

## **KGPU**

2006

project "Lab 3D constructor" [Lead ObjectPascal developer , Lead 2D|3D artist]

## **Architectural and construction activity**

2004

## **LINKS**

<https://youtu.be/zeM1FEUsMow> | <https://youtu.be/M64JLxLQX3s> - Football / Soccer Kinect app

<https://play.google.com/store/apps/details?id=com.nullreal.tangomatrixscanner> - Matrix Scanner (AR)

<https://itunes.apple.com/app/3dlook-3d-model-your-body/id1157531374?mt=8> - 3DLook (AR for iOS)

<https://itunes.apple.com/us/app/illusio/id1068593819?ls=1&mt=8> - ILLUSIO (plastic surgeons AR for iOS)

<https://www.youtube.com/channel/UCqYE9HTJqUtl1F4F8rCKThw> - NullReal (Virtual Reality project)

<http://alternative.ms/> - ALternative Mighty Solutions ( <https://youtu.be/5UppCqIlgA4o> | <https://youtu.be/K-3-UGsBAok> )

<https://www.fl.ru/users/a-l-t/> - 2D|3D art portfolio (till 2010)

<http://208294.ua.all.biz> - Abris LTD

<http://megadesign.com.ua> - MegaDesign LTD

<http://www.dns-shop.ru/> - DNS Company ( <https://youtu.be/WtxHc3thR9Y> | <http://ngs24.ru/news/131845/view/> )

<http://ukrcomcentr.com/> - UkrComCentr

<http://underscor3e.com> - Underscor<sup>3</sup>e ( <https://youtu.be/u-zDuFsWwsl> | <https://youtu.be/0XnyIMLLF1A> )

<http://5d-mirage.ru> - Mirage LTD ( <https://youtu.be/S69r0uzYGg4> | [https://youtu.be/u7qmx\\_CpeTY](https://youtu.be/u7qmx_CpeTY) )

<https://ncar.com/ru/news/> - NCar.com ( [https://youtu.be/XS\\_HDdpgrX4](https://youtu.be/XS_HDdpgrX4) | <https://youtu.be/AcQM-2ySEts> )

<http://alesko.eu> - ALESKO ( [https://youtu.be/1FB-8fT5\\_KI](https://youtu.be/1FB-8fT5_KI) | <https://youtu.be/GWC04FcXG1M> )

<https://river-soft.net/> - RiverSoft ( [https://youtu.be/\\_uEttT5sqF8](https://youtu.be/_uEttT5sqF8) | <https://youtu.be/> )



X6uisgTAHoQ | <https://youtu.be/Jn5czIU2eE> )  
<https://play.google.com/store/apps/details?id=com.underscor3e.santa>  
<https://play.google.com/store/apps/details?id=ms.ALternative.Aspheron>  
<https://play.google.com/store/apps/details?id=ms.Alternative.Snake84>  
<https://www.facebook.com/events/896122420408602/>  
<https://www.facebook.com/events/854854111265247/>  
[http://kmcnc.stfalcon.com/event/code\\_n\\_coffee\\_14](http://kmcnc.stfalcon.com/event/code_n_coffee_14)  
<http://technocongress.ru/galereya/idyu-moscow-2015/>  
<https://www.facebook.com/events/438843279631159/>  
<http://itweekend.events/speaker/alexander-tkachenko/>

a small test how to recognize buildings in AR : <https://youtu.be/DxHmEJlmt6Y>

AR car demo : [https://youtu.be/YI85WN\\_AQUM](https://youtu.be/YI85WN_AQUM)

a small test of hand recognition in AR : <https://youtu.be/H5OzjYWhENI>

AR Interior test : <https://youtu.be/c-8eD0IHpkU>

Testing geo-placing 3d model : [https://youtu.be/n-OdSpVB\\_5M](https://youtu.be/n-OdSpVB_5M)

<http://avrahackathon.ru/> - [https://youtu.be/XBs2zJ\\_-cQY](https://youtu.be/XBs2zJ_-cQY)

Simple industrial robot - <https://youtu.be/SOfwjRRS7yM>

ARMix Indoor navigation created on <http://hackathon.mvideo.ru/> : <https://youtu.be/lJpDx4Um8S8>

ARMix on M.Video <https://habr.com/company/mvideo/blog/414643/>

Cosmos Invictus (<https://store.steampowered.com/app/682620/>) : <https://www.youtube.com/watch?v=3IIBuFWUSX4>

WordSpace hints : <https://youtu.be/gb1-sIVek04>

Legacy AirCraft turbine test on Unity 3.5.7 : <https://youtu.be/-7GHkoPL00U>

Null Real Generation 3 - Port for Oculus Go - Screenshot : <https://youtu.be/snu2Y0silvk>

Floating Boat Test (Unity 5) : <https://youtu.be/WNxJmPI1TCg>

Floating Boat Test (Unity 2018) : <https://youtu.be/zH6WlRtAghg>

MGame - InGame UI concept : <https://youtu.be/aHBM8XsP-RU>

MGame - MainMenu UI concept : <https://youtu.be/CR6rzd5I05I>

UI Test 2 for Brave Branding UA : <https://youtu.be/TKTuDc8ezJY>

Sci-Fi location test : <https://youtu.be/FCemIP3AQKA>

SIGGRAPH Asia 2020 - VR Theater Trailer : <https://www.youtube.com/watch?v=Ap008tp8NYQ>

Art in the Void - Short promo video : <https://www.youtube.com/watch?v=hE43gVW5X8U>

[https://sa2020.siggraph.org/en/attend/vr-theater/session\\_slot/294/14](https://sa2020.siggraph.org/en/attend/vr-theater/session_slot/294/14)



