EUGENE AZIEIEV
VR SOFTWARE DEVELOPER

Toronto · (437) 221-37-88 ·mailto:eazeev@gmail.com · Portfolio · LinkedIn

PROFESSIONAL SUMMARY:

- 6+ years of hands on software development using Unity, VR, C#, SQL.
- Created and shipped 4 completed games. Also demos, prototypes, experiments.
- Proficient in optimizing VR applications for performance and quality
- Created UI design for 3D and VR environments, implemented computer vision techniques enhancing user experiences, multiplayer.
- Designed and implemented databases, optimized queries, provided solutions for data synchronization.
- A passionate VR fan, have my own web site about Virtual Reality.
- Accustomed to work at start-ups with proven ability to meet tight deadlines.

TECHNICAL SKILLS:

- **Languages**: C#, SQL, HPLSQL. An understanding of NoSQL, Java, C.
- **Databases**: Oracle, Hadoop, APEX, data modeling, stored procedures.
- **VR/Augmented Reality Development**: Unity, Oculus Quest/Rift, Mixamo, XR, Ultimate XR, Gestures.
- **Tools**: Visual Studio, Git, Tableau, CorelDraw, MS Office, Movavi, Google Cloud, Jira, Confluence, Trello.

PROFESSIONAL EXPERIENCE:

Unity VR Software Developer
Infinity Wanderer (personal studio)
2021 – present

- Created and shipped 4 fully-fledged games in various genres (quest, sport, shooter).
- Developed and enhanced gameplay features using best practices and relevant patterns.
- Handling everything typically required for games: UI, characters, environments, interactions, navigation, and much more, including gesture and voice control.
- Achieved stable 60+ FPS in VR applications through rendering and performance optimization, meeting Meta Store requirements. Ported games to PC and Android.
- Used vision techniques, created immersive user interfaces for VR environments, ensuring intuitive navigation.
- Collaborated effectively with cross-functional teams, including managers, developers, designers, and artists.
- Managed assets, including 3D models, videos, and sound, for seamless integration into projects.

Software Developer
Daisy Intelligence Corporation
September 2017 – December 2023

- Developed, modified, and tested code, debugged complex issues, integrated new features to existing project.
- Design and implemented databases using Hadoop, Oracle, DB2, optimized database queries.
- Developed and implemented QA system that identified up to 90% of bugs.
- Maintain documentation for software and updates, led team Confluence page with docs and bug tracking.
- Successfully delivered complex software projects within schedule and budget, awarded for 99% on-time deadlines withstanding, timely troubleshooting, bug fixes, and technical support.
- Effectively communicated with stakeholders from different countries, providing updates, highlighting issues, and presenting solutions.

EDUCATION:

Bachelor degree in Computer Science, National metallurgical Academy of Ukraine.