

# VLADISLAV MENSHIKOV

Unity Developer

## DETAILS

### ADDRESS

Herceg-Novi  
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### PHONE

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## LINKS

[Github](#)

[LinkedIn](#)

[Telegram](#)

## SKILLS

C#

Unity

VR

JavaScript

Team Leading

Git

## PROFILE

Highly skilled developer with **over 5 years** of experience in Unity application development.

I have primarily worked on applications spanning from immersive **VR** experiences to **WebGL** platforms, gaining extensive expertise across diverse technologies.

For each of these projects, I played a key role:

- In designing and developing the majority of the **backend** and network interaction, ensuring seamless and scalable systems.
- In core functionality like **video/audio streaming**, interactive objects, etc.

My greatest strength is the **ability to find solutions to any unfamiliar problem in a short time.**

## EMPLOYMENT HISTORY

Lead Unity Developer, Beyondreal

Jan 2020 — Jun 2024

Implemented core product functionality, including:

- Video streaming to/from Android, Windows, and WebGL.
- A multithreaded proxy server for relaying video from various video hosting platforms.
- Core functionality for a VR application.
- VR interaction tools (e.g., 3D Brush, Marker, etc.).
- Basic network interaction between users, based on a private network implementation

Configured deployment processes and developed an update client.

Worked on system reliability and fault tolerance.

Mentored and trained junior developers.

Unity/Backend Developer, Anasaea

Dec 2022 — Present

Developed and designed the server-side architecture of the application.

## LANGUAGES

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English



Serbian



Russian



Contributed to the development of core VR application functionality.

Examples of implemented tasks:

- Developed a texture optimization service (ASTC/DTXC).
- Implemented synchronizable inverse kinematics for VR avatars.
- Developed and integrated various AI assistants into the VR environment.
- Refactored the DDP protocol for Unity-to-Web communication (based on MeteorJS) into a standard REST protocol.

### Unity/Backend Developer, Emmerced

Jul 2024 — Present

Implemented an interactive store assistant, capable of navigating the store, showcasing products, and describing the inventory. (Based on IntegrailAI).

Developed a Unity-to-web communication protocol.

Created a service for generating 3D models based on product images.

Developed a 3D model optimization service, including mesh and texture optimization to UASTC.

### Team Lead, MyBridge

Jul 2024 — Oct 2024

Project work focused on improving team productivity.

Developed code review and deployment processes, and set up test environments.

Conducted research projects.

Communicated with partners regarding integrations and joint solutions.

Managed task tracking and planned tasks using Agile methodologies.

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## EDUCATION

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Bachelor of IT, Siberian Federal University

Krasnoyarsk

Sep 2018 — Jul 2022

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## REFERENCES

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Oleg Neborsky

Beyondreal, Anasaea, Emmerced

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