

Способы связаться

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Основные навыки

Unity3D

Games development

Project planning

Languages

Spanish (Elementary)

Русский (Native or Bilingual)

English (Limited Working)

Certifications

English for Career Development

Foundations of Project Management

Tech Trends

Entrepreneur's Checklist

Entrepreneurship -- From Idea to Launch

Honors-Awards

The second place in the All-Russian final Imagine Cup 2013

Winner of the contest of final qualifying works

The first place in the All-Russian final Imagine Cup 2014

The first place in the international final Imagine Cup 2014

The winner of a mini-grant from Microsoft

Publications

Modern methods and devices interaction between user and information systems

Computerization of technological processes of heat treatment of billets of various shapes of steel

Anton Baranov

Chief Technology Officer в компании EnterAR LLP

Барселона, Каталония, Испания

Общие сведения

I am an experienced IT specialist with a rich background across various projects, including game development, educational apps, VR/AR applications, blockchain/NFT solutions, and innovative programs utilizing cutting-edge technologies.

My career also encompasses a successful track record of building and leading teams from scratch, as well as managing international teams of up to 50 individuals in prominent companies. In the past, I taught at a technical university and developed online courses focusing on Unity and programming.

Currently, my core skills encompass project development in Unity, along with technical leadership and project management. I am dedicated to continuous innovative growth and am committed to crafting technological solutions capable of reshaping industries.

Опыт работы

Enterprise Augmented Reality

Chief Technology Officer

августа 2022 - Present (1 год 6 месяцев)

- About My Responsibilities. Building and managing teams (frontend, backend, unity, qa, design, robot, ml/cv, bim). Establishing development processes for multiple products and R&D. High-level design of technical solutions, choosing and justifying the technologies used.

OTUS Онлайн-образование

Manager and Course instructor

ноября 2020 - декабря 2023 (3 года 2 месяца)

Москва, Россия

- About the Company: OTUS stands as one of the premier educational platforms in Russia, specifically tailored for IT professionals. It offers a

comprehensive range of resources, including webinars, video courses, and tests, focusing on various aspects of Information Technology.

- About My Responsibilities: I am responsible for overseeing and updating the "Unity Game Developer. Basic" course. Unlike a traditional video course, this program is delivered through dynamic online webinars. My role involves managing the course content and ensuring its relevance in the rapidly evolving field of Unity game development.
- C#, Unity, Visual Studio, Rider
- Link course <https://otus.ru/lessons/unity-basic/>
- My teacher profile <https://otus.ru/teacher/1515/>

RFOX

Technical Team Lead

февраля 2022 - июня 2022 (5 месяцев)

Британские Виргинские Острова

- About the company. RFOX is based on cryptocurrency and combines several areas of development.
- About my work tasks. Management the development process «VALT Metaverse» client part, set up team processes and all communications, code review, solve difficult technical issues. I took part in hiring process, did around 50 interviews.
- Used technologies and programming language: C#, Unity, Rider, Jira, Oculus Quest 2, Blockchain, NFT.
- The reason of finishing my work. RFOX decided to stop working a half of all departments (more than 50 people) because of fall of the cryptocurrency market.

Sberbank

Technical Project Manager

августа 2021 - февраля 2022 (7 месяцев)

Москва, Россия

- About the company. It's the biggest bank in Russia. I work in AR/VR Laboratory.
- About my work tasks. Management the development and R&D process «Digital human avatars» projects. VR/AR/XR/neural technologies. Additionally, I take part in some commercial projects where we use our technologies.
- Short term contract job.

КРОК

Lead Unity Developer

апреля 2020 - апреля 2021 (1 год 1 месяц)

Москва, Россия

- About the company. CROC – it is one of the biggest Russian software developing companies (42 countries, 2000+ employees). I worked in the CROC Immersive Technologies department and developed AR/VR training systems for international enterprises.
- About my work tasks. Planning and setup of developing process training systems (scenarios, web socket protocol, internal framework). Management and task setting for programmers team. Initial testing. Interaction with analytics and testing department. Help in optimization and implementation of key features.
- Used technologies and programming language: C#, Unity, Rider, Jira, Confluence, GitLab.

M3TA

Lead Unity Developer

января 2019 - апреля 2020 (1 год 4 месяца)

Москва, Россия

- About the company. Moscow factory of thermal automatics (MZTA) – it is Russian leading enterprise in the field of development and manufacture of automation means for power objects, housing and utilities services and various industries (hi-tech, chemical, food-processing industry, manufacture of building materials, etc.)
- The main project is SCADA system.
- About my work tasks. Planning and setup of developing process a SCADA system client. Initial testing. Setup TeamCity for auto build. Management and task setting for programmers team. Interaction with analytics and testing department. Help in optimization and implementation of key features.
- Used technologies and programming language: C#, Unity, Visual Studio, Jira, Confluence, Team City.

Hive

Unity Developer

декабря 2017 - октября 2018 (11 месяцев)

Perm, Russia

- About the company. Hive – it is a small indie game development company, where specialists can choose any kind of tasks which they able to do and want to do, from programming server to create art. The company had a methodology "management without management". The project quality and cool ideas have always been the most important.
- The main project is "Particles" mobile multiplayer 3d-game.

- About my work tasks. I researched game mechanic of particles connection, change player controller and developed an opportunity to invoke particles different radios and connect them. I drew sketches possible levels and modeled few of them (modeling, texturing, UV mapping). I also participated in the brainstorming team, discussing details of the implementation of server logic, the development of shaders, and more.
- Used technologies and programming language: C#, Unity, JetBrains Rider, Go, JetBrains GoLand, Photon cloud (in demo-version)

GeekBrains

Unity course Instructor

декабря 2016 - декабря 2017 (1 год 1 месяц)

- About the company. GeekBrains (part of Mail.ru) is one of the most popular training sites about IT in Russia. There are webinars, video course, tests.
- I developed a course for beginners "Game development by Unity. Level 1". This is not a video course, it is taught in the form of online webinars. I taught the course every month for a year. Course duration 16 academic hours.
- Used technologies and programming language: C#, Unity, Visual Studio
- Link course <https://geekbrains.ru/courses/90>
- My teacher profile <https://geekbrains.ru/users/268631>

Smetus

CTO & Unity Developer

декабря 2016 - декабря 2017 (1 год 1 месяц)

Perm, Russia

- About the company. Smetus is a company develops tools for house developers, realtors and apartment purchasers. This company combines the BIM (building information modeling) and VR technologies. Smetus allows customers to create a flat layout, choose a design and get full project documentation (materials, works, and deadlines).
- The main projects are "Smetus" (web-service for creating BIM models) and "SmetusVR" (application for visualizing BIM models)
- About my work tasks. My task was to develop several versions of the application "SmetusVR" that visualizes any BIM model created on the Smetus-service. I designed a project architecture and basic functionality that allowed me to get a description of the BIM model as a JSON file from a database. Moreover I developed application logic for building 3D objects and applying the chosen interior design. I integrated SDK for Google Cardboard, Android Samsung GearVR, HTC Vive. An additional task was adaptation 3D-assets for VR-project. As a CTO I searched 3D-modelers and real estate designers,

set tasks, monitor their implementation. I took part in company meetings about planning and strategy. Sometimes I took part in appropriate IT and real estate conferences and exhibitions, conversed with potential clients and visitors (Russian and English languages).

- Used technologies and programming language: C#, Unity, Visual Studio, SDKs and plugins

Brainy Studio LLC

Co-Founder, CTO & Unity Developer

июня 2014 - ноября 2016 (2 года 6 месяцев)

Perm, Russia

- About the company. Brainy Studio is an independent gaming studio founded by students and graduate students during the preparation and participation in the international competition Imagine Cup from Microsoft. The main goals and principles of the studio are creativity, new approaches, innovative technologies, game passion. We create games that we love.

- The main projects are "WitchCraft" and "TurnOn".

- About my work tasks for these projects. I was responsible for the selection of development technologies, analysis of the subject area, to design of the project architecture, development of game logic, user interface, initial testing, and evaluation of the possibility of using ready-made solutions (plugins). I also studied and implemented special development tools for Steam and XBOX ONE. As a CTO I searched 3D-modelers and Unity-developers, set tasks, monitor their implementation. I took part in company meetings about planning and strategy. I was in project presentations, conferences and exhibitions (Russian and English languages).

- Used technologies and programming language: C#, Unity, XAML, XNA, Visual Studio, SDKs and plugins

IFP Energies nouvelles

Research Intern

января 2014 - июня 2014 (6 месяцев)

Paris Area, France

- About the company. IFPEN – it is a public research organization. IFP has designed several methods to assess the oil potential of a sedimentary rock. This technique is used worldwide among petroleum companies to compare their results in the same way.

- About my work tasks. During my scientific internship, I was learning web technologies and use my knowledge to develop a cross-platform interface for the xMOD modeling system.

- Used technologies and programming language: HTML5, JavaScript, CSS, jQuery, Bootstrap, PerfectWidgets

Perm National Research Polytechnic University

Professor Assistant

августа 2010 - декабря 2013 (3 года 5 месяцев)

Perm, Russia

- This is one of the biggest and famous university in Perm region.
- At the university, I was in two positions. First, an assistant professor where my tasks were: lectures and practical classes in such disciplines as Informatics, Programming, Information Technologies, Methods of information protection, CAD systems, Computer graphics, Data analysis methods. I was also a supervisor in the course of students' graduation and qualification works. I was responsible for the organization state examination and presentations of final qualifying works.
- The second, deputy director of the training center. There my responsibilities included the organization of the center's work: the preparation of curricula and courses, the search for teachers, marketing, and management of the accounting department.

Ural Scientific Research Institute of Composite Materials

Engineer

января 2010 - июня 2010 (6 месяцев)

Perm, Russia

- About the company. It is the scientific research institute and state industrial enterprise at the same time. The main products are components for engines and airframes, components for spacecraft. In the company have been created many unique technologies, materials, and equipment.
- The project I worked on is an automated system reverse water-cooling of furnaces.
- About my work tasks. In this company, I had a pre-diploma practice where I performed real production tasks. My colleague and I developed an automated system reverse water-cooling of furnaces in which products were hardened. Our tasks included programming Siemens controllers, Siemens operator panels, and creating a top-level application for a computer. We also tested all programs using real hardware. We were engaged in writing technical documentation for developers and users. All tasks have been successfully completed.
- Used technologies and programming language: WinCC, STEP-7, LabVIEW

Образование

Perm National Research Polytechnic University

PhD student, Computer science · (2010 - 2014)

Perm State Technical University (PSTU)

Engineer's degree · (2009 - 2010)

Perm State Technical University (PSTU)

Bachelor of Technology · (2005 - 2009)