

# Bogdan Livanov

## XR Developer



I am a seasoned XR Developer, boasting over five years in creating immersive XR games and applications, committed to delivering dependable VR/AR/MR solutions that enhance user engagement through innovative technologies..

## Experience

### XR Game Devoleper, 2022 - Present Indie XR Games

- Designed & developed immersive VR games using Unity/Unreal, focusing on mechanics, 3D interactions, and performance optimization for HMD.
- Implemented Specific features like motion controls, hand tracking, and locomotion systems to enhance user comfort and immersion.
- Managed independent projects end-to-end, from concept to launch, including freelancing, marketing, and publishing on platforms like Oculus Store and SteamVR.

### XR Devoleper, 2025-Present XR Solutions

- Worked in Unity Engine, implementing interactive elements for AR application. implemented guide system.
- Implemented network system using Photon Fusion 2 connection between desktop and mobile

### VR Game Devoleper, 2019-2022 ZenzVR

- Developed prototypes for VR games, focusing on level design and scripting for platforms like Oculus Rift, Quest, and HTC Vive.
- Enhanced performance of 3D models by optimizing polygons, ensuring smoother gameplay and efficient resource usage.
- Created and refined 3D assets while collaborating closely with the team to adapt to evolving project needs and feedback.

## Education

### 2023-2025

Higher vocational education, Immersive Experience Creator  
Futuregames

### 2017-2019

Higher vocational education, in VR Developer  
Nackademin

## Skills

- Problem-Solving
- Critical Thinking
- Adaptability to Emerging Technologies
- Collaborative Team Leadership
- Attention to Detail
- Creativity & Innovative Thinking
- Cross-Functional Communication

## Additional Information

- Proficient in Unity3D (XR/OpenXR, URP)
- VR-specific development for Meta Quest, SteamVR, and PCVR platforms
- 3D modeling and animation using Autodesk Maya
- UI/UX prototyping and design in Figma (VR menu systems, HUD elements)
- Strong C# skills for Unity (gameplay systems, XR interaction toolkit)
- Version control with GitHub and Perforce
- Solo development pipeline optimization

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