Timur Abdrakhimov

Software Engineer · Mobile, Games & XR

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Developer with 5+ years of experience in Unity and immersive applications. I build games, spatial experiences and Apple-platform apps, combining gameplay architecture, performance optimization and product thinking. My work includes App Store releases, a Tokyo Game Show showcase and collaborations with teams in the US, Europe and Japan.

Professional experience

Software Engineer - DeoVR

Developed DeoVR Studio for iOS and Android: a mobile app for immersive video playback, publishing content and connecting Meta AI glasses.

Selected project experience

2GIS Immersive

visionOS · SwiftUI · RealityKit · Reality Composer Pro

An immersive 3D encyclopedia of landmarks for Apple Vision Pro, built for 2GIS. Created spatial experiences with 3D landmark models and information panels, using the visionOS simulator before the device launched.

Sobakistan: The Land of Dogs

Unity · C# · PC · Narrative adventure

A satirical narrative adventure created with comic artist Vitalii Terletskii and presented at Tokyo Game Show. Responsible for gameplay systems, UI/UX, architecture, save/load logic, dialogue technology, performance and content integration.

Mini-Map Radar

watchOS · SwiftUI · MapKit

An Apple Watch navigation app that turns real surroundings into a game-inspired mini-map, released on the App Store. Built a rotating radar map with orientation tracking, location markers, navigation and custom visual skins.

Gnomes & Knights

Unity · C# · Mobile games

A low-poly fantasy game created with Vitalii Terletskii and Artem Bizyaev, available on the App Store. Project features include procedural worlds and biomes, dialogue systems, player progression and persistent saves.

Technical skills

Game & XR development: Unity, C#, Meta Quest 2 / Pro / 3, Apple Vision Pro, gameplay systems, spatial interactions, profiling and optimization.

Apple platforms: Swift, SwiftUI, RealityKit, Reality Composer Pro, MapKit, iOS, watchOS, visionOS.

Graphics & tools: Shader Graph, Amplify Shader, VFX Graph, URP, Metal optimization, Blender, Figma, Git.

Speaking & showcases

Tokyo Game Show: Sobakistan showcase. GCCE conference: speaker on VR ecosystems for education. Guest lectures and workshops at tech universities.