

Daniz

Experience

Zibra AI, Kyiv – 3D Research Engineer

May 2021 – May 2023

- Led the development of the "Zibra Liquids" plugin for Unreal Engine, garnering over 80k downloads on the Epic Store.
- Directed the entire lifecycle from initial research and prototyping to product launch, as well as maintenance and support.
- Engineered an AI-powered Unreal Engine plugin, leveraging engine data to natively compute liquid simulation which was utilized for physics, gameplay mechanics, and rendering.
- Secured an "Epic Mega Grant" from Epic Games in recognition of the plugin development.

Tech: Unity3D, Unreal Engine 4 and 5, PyTorch, C#, C++, Python

Innovation Agency Azerbaijan, Baku – Head Of Research & Development Lab and Technology Transfer Department

September 2019 – December 2021

- Led the formulation and execution of innovation strategies for government, start-ups and enterprises.
- Mentored pre-seed stage startups at a "Barama" accelerator, providing guidance on technology implementation, business model refinement, and pitching, leading to significant progress and successful fundraising rounds for mentee companies.
- Conducted innovation audits for high-profile companies, identifying business needs and implementing custom solutions to optimize their processes.
- Directed internal engineering projects, fostering collaboration among cross-functional teams.

Tech: Unity3D, PyTorch, C#, Python

Education

Baku State University,

Baku, Azerbaijan – B.Sc -
Computer Science

University of Stuttgart,

Stuttgart, Germany – B.Sc
- Computer Science

Technical Skills

Unity3D, Unreal Engine,
PyTorch, Python, C#,
C++

Specialized Areas:

Augmented Reality,
Virtual Reality, Game
Engines, Machine
Learning, Computer
Vision, Internet of
Things

Languages

Azerbaijani, Russian –
Native or bilingual
proficiency

English, German –
Professional working
proficiency

Selcis Technologies, Baku – CTO

October 2017 – December 2021

- Developed a MVP of Mixed Reality Computer-Aided Surgery System, which gives X-Ray vision effect during the surgery and training system for Surgeons.
- Managed custom AR engine, sensor data processing, and neural network-based object tracking.
- Presented the project at international conferences and exhibitions.
- Developed a server-client app using Unity3D. Server for tracking patient, headset and medical instruments and client on AR headsets for displaying the holograms and user interaction for Microsoft Hololens and Magic Leap One.
- Received a governmental grant for MVP.

Tech: Unity3D, PyTorch, C#, Python

THE PROSECUTOR GENERAL'S OFFICE OF AZERBAIJAN REPUBLIC, Baku – Software Developer

January 2017 – July 2019

- Led research initiatives to identify and address challenges in employee education, attestation, and testing processes, driving improved efficiency and effectiveness within the organization.
- Developed a multi-display system for testing and attestation.

Tech: Unity3D, C#, Python

Roomful.co, New York (remote) – VR Software Developer

December 2016 – August 2017

- Developed the VR version of the Roomful platform for HTC Vive using SteamVR SDK.
- Worked on VR metaverse concepts well before its widespread.

Tech: Unity3D, C#

Certifications

[Generative Adversarial
Networks \(GANs\)
Specialization](#)

[Computer Vision Nano
Degree](#)

[Deep Learning
Specialization](#)

[Machine Learning by
Stanford University](#)

[Game Design and
Development](#)

[Specialisation by Michigan
State University](#)

[The Complete Unity
Developer Course](#)