

EDUARDO RUSSIAN



WORK EXPERIENCE



Phd. Researcher (full-time)

University of the West of Scotland

A study of the use of VR for a disabled community

Oct 2017 - Waiting for Thesis defense

Conducted of over 250 hours of fieldwork research, within a disabled community of over 100 individuals. Where I effectively communicated and build trust among them, in order to build prototypes based on their needs and iterative feedback.

Conducted ethnographic observation during community sessions. Furthermore implemented and recorded 12 iterative prototype user testing interview sessions, over 2 years, producing 2 final prototypes,

Engaged in sketching, prototyping, software developing and presentation of findings, Spearheading best practices in user experience for disabled people, using user centered methods.



Teaching experience (Part-time)

University of the West of Scotland

Nov 2018 to Jan 2022

Prepared and delivered classes for 4 different modules. Course topics varied between Image manipulation, time-based media production and creative coding. The full list of modules is available upon request.

Marked submissions, and was committed to activities such as webinars and workshops related to the professional development of my students,



Inventory Associate


Gorillas


Apr 2021 to Apr 2022 (12 months)

Delivery counting and electronic data processing


Coordinated communications between multiple teams for correct inventory processing.

CREATIVE DEVELOPER INTERACTION DESIGNER

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 Munich, Germany

LANGUAGES

- Spanish & Italian (native)
- English (Fluent)
- German (Basic)

SOFTWARE

- Unity
- Visual Studio code
- Git Hub
- Adobe Photoshop, Illustrator, Premiere, After Effects, Figma.
- Blender, 3D max (Basic)

CREATIVE CODING

- C# (Unity)
- HTML & CSS,
- Java Script
- Ruby on Rails

METHODS

- Agile & Scrum
- User centred design
- Prototyping

EDUCATION HISTORY



Intensive course web-development

Le Wagon - Munich

July - Sept 2022

Front-end & Back-end production ready apps

Development workflow



Phd "Exploring virtual worlds with disabled communities"

University of the West of Scotland

Oct 2017 - Waiting for Thesis defense

Awardee, ARCS Scholarship (with the support of the Edinburgh University and Scottish Graduate School for the Arts and Humanities SGSAH)

The thesis explores the use of VR in a disabled Community through a fieldwork study.



MSc. Serious Games and Virtual Reality

Glasgow School of Arts

Sept 2016 - July 2017

This was a course focused on the creation of games from design to code production.

The thesis explores the implementation of VR for the promotion of science topics in education.



Bsc. (Hons) Creative Computing

Goldsmith University of London

Sept 2012 - July 2017

This was a course focused on the elements of computer sciences destined to the production of creative industries.

The Final project explores the implementation of VR for Visual arts with the topic of autism.



Other courses...

Dipl. Multimedia Illustration and animation

European Design Institute IED (Rome)


2004-2006

Dipl. Design and illustration

Instituto de Diseño de Caracas, (Caracas),

2000-2003

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