

PAVEL KHABUSOV

SOFTWARE ENGINEER · WEB · XR · MOBILE

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ABOUT

Software engineer, 8 years across web, XR and mobile. Most recently built and shipped an enterprise mixed-reality product used by 100+ companies across four platforms. Sometimes as the only engineer, sometimes in a team of four with code review and sprint planning.

I also hand products over: onboarding developers, writing the technical docs, walking people through the architecture. The Kartoteka product line is now being sunset. The technology shipped and worked; the business case did not.

SKILLS

Languages:

C#

JavaScript

TypeScript

PHP

Python

HTML/CSS

XR & 3D:

Unity

Meta Quest 3

PICO 4 Ultra

ARKit

ARCore

Three.js

WebGL

GLB/gltf

Web & Mobile:

React

React Native

Next.js

Node.js

iOS

Android

WordPress

Bitrix

Firebase

Tools:

Git

GitLab

Bash

Docker

CI/CD

EXPERIENCE

Software Engineer — XR & Web Platform

Jan 2024 — Aug 2026 · 2 yrs 7 mo

Kartoteka

- Built an enterprise MR product for interior renovation: the client walks their unfinished flat in a headset or on a phone and swaps real manufacturers' tile, brick and furniture in place. Adopted by 100+ companies since launch, ~40 with full product catalogues on the platform: models, textures and materials. Showcased at five industry expos and covered on national TV.
- Owned distribution across four stores: Meta Horizon, PICO XR, App Store, Google Play. Store accounts, review submissions, release notes, update posts.
- Three Unity projects (MR, XR, AR) on Meta Quest 3, PICO 4 Ultra, iOS and Android, sharing a synced core and plugin layer. Platform differences go through compile-time defines.
- Cross-device multiplayer on Unity Netcode (host-client, RPC state sync), with a custom co-location method that aligns a Quest and an iPhone to the same physical room, and late-join scene replay. Validated across ~10 concurrent devices.
- Built the 3D asset pipeline behind 300+ production models: multi-pass decimation, retopology, normal-map baking, external texture compression. 500k-poly source down to ~5k with materials intact, prep from ~4 h to ~30 min per model.
- Automated the release pipeline (Windows -> macOS -> iOS). Build time down ~60%, no manual config left. Browser-based Three.js editor at kartoteka.digital/design renders full-res lit scenes client-side, no render farm.

Freelance Full-Stack Developer

2018 — Dec 2023 · 6 yrs

- ~20 full-stack sites for brick and tile manufacturers, design to production, solo.
- propress.ru stayed a client for six years — three full redesigns and rewrites as their business and catalogue grew.
- Product catalogues of 1,000–5,000 SKUs on WordPress and Bitrix, with CRM integration and custom front-ends in PHP, JavaScript, HTML and CSS.
- Hit PageSpeed 100/100 on performance-critical builds. Scoping, client comms, invoicing.

SELECTED PROJECTS

- Unity Builder Dash — native GNOME app for Unity build/deploy/profile, one-click builds including remote iOS over SSH. github.com/PavelKhabusov/Unity-Builder-Dash
- VS Code Commands Extension — one-click runner for scripts and chained commands. marketplace.visualstudio.com/items?itemName=PavelKhabusov.commands-extension
- Web: kartoteka.digital · propress.ru · kult-kirpicha.ru · kirpich-ko.ru — full-stack builds, solo from design to production.

EDUCATION

B.Sc. Applied Computer Science in Design — self-taught since 2018, a year before university

Far Eastern State Transport University

Sep 2019 — Jul 2023 · studied while freelancing

PERSONAL

Russian — Native · English — Advanced (work language) · Spanish — Learning

Based in Asunción, Paraguay (UTC-3). Available for remote work worldwide.