



Hi! I'm Sergei Borovikov

Senior Web Graphics Engineer

Links

serg.there@gmail.com
linkedin.com/in/sergthere
github.com/foretoo
codepen.io/foretoo

Location

Lisbon, Portugal



Experience

Stack

TypeScript
ThreeJS
WebGL
WebGPU
GLSL
WGSL
WASM
Figma
Blender

Open source

[round-polygon](#)
[Zed](#) contributor

Senior WebXR developer, Infomediji Nov 2022 — Apr 2026

- Designed, implemented, and maintained core components of a highly optimized video playback VR platform, supporting various devices — Quest 2/3/Pro, Apple Vision Pro, PICO.
- Led end-to-end delivery of complex product features and third-party partner libraries and SDKs integration, including requirements analysis, implementation, testing, deployment, and maintenance.
- Owned the design and development of a shared library adopted across multiple engineering teams, driving API design discussions, producing comprehensive documentation, and implementing robust automated test coverage to ensure seamless integration and long-term maintainability.
- Researched, prototyped, and validated 3D/4D Gaussian Splats rendering techniques, successfully integrating the resulting solutions into the product.
- Collaborated closely with product, design, QA, backend and partner teams. Actively contributed to architectural discussions, technical planning, and engineering decision-making.
- Stack: vanilla WebGL / WebXR / GLSL / TypeScript, Webpack, Bun.

Creative developer, Self-employed Apr 2021 — Present

- Took part in the development of the Gaussian Splats render engine and scene layout of [foreal.ai](#) application. Stack: NextJS, React-three-fiber, TSX, GLSL.
- Developed 3D scene for [narkomfin.ru](#), including features: sophisticated camera animation, theme switch, custom mouse control, and others. Stack: ThreeJS, GLSL, TypeScript, Vite.
- Developed a 3D scene for the website of Cao Fei's [Matryoshkaverse exhibition](#), dolls animation and behavior, and custom background shader. Stack: ThreeJS, GLSL, TypeScript, Vite.
- Created an [interactive visual effect](#) (particle system) for [blahblah.ai](#) redesign (a side project of [replika.com](#)). The project required research of math behind attractors and a deep dive into the GPGPU and raymarch techniques. Stack: ThreeJS, GLSL, TypeScript, Vite.
- Developed a few Telegram bots from scratch, including their business logic, with REST API and RegExp's.

Frontend developer, Munch.so Feb — Oct 2022

Developed UI library for no-code platform with complex drag'n'drop behavior and rich content editing features. Stack: React, TSX, Rollup.

Lead designer / Frontend developer, Lumex Mar 2019 — Apr 2021

Besides design tasks, I programmed HTML/CSS for internal projects, including emails, landing pages, survey forms, and others.

Previously worked as a graphic designer for 10 years.