

Tamerlan Askerov

Interactive 3D Developer · Three.js / WebGPU

Remote · Moscow time (GMT+3)

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PROFILE

I build browser-based 3D scenes and interactive products where visual direction meets engineering. Since 2022, I have worked on client and independent projects using Three.js/WebGL/WebGPU, React/TypeScript, procedural graphics, animation and performance profiling. I take ideas through implementation and verify the result in a real browser.

TECHNICAL SKILLS

Graphics: Three.js, React Three Fiber, WebGL, WebGPU/TSL, GLSL, shaders, animation

Web: TypeScript, JavaScript, React, Astro, HTML/CSS, Vite, Rsbuild

Interactive systems: PrismarineJS, Minecraft protocol, Valtio, profiling, Git

EXPERIENCE

Independent WebGL / Frontend Developer

Mar 2022 — present

Self-employed · client and independent projects

- Build browser 3D scenes and interfaces, covering architecture, materials, camera direction, interaction and responsive layouts.
- On a client Minecraft player, worked on the timeline, HUD, replay parsing and performance diagnostics; on an independent WebGPU project, built a procedural world and cinematic presentation.

Frontend Developer

Apr — Jul 2021

Devio

- Developed Vue 2 plugins for amoCRM.

SELECTED PROJECTS

Gamevisor / Minecraft Replay Engine

2026 · client project · Three.js, React, PrismarineJS

Browser player for recorded Minecraft sessions. Improved asynchronous packet parsing, frame-budgeted chunk processing, state prefetch and latency diagnostics; developed the interactive timeline, HUD and mobile UI.

Black Moon — BLEACH-inspired WebGPU scene

2026 · independent project · in progress

Procedural floating city and citadel with crystals, clouds and lunar effects. Built a staged scene with directed camera choreography, WebGPU/TSL shaders and a keyframe player; the project remains in development.

SonicXBoy Portfolio

2026 · Astro, React Three Fiber, TypeScript

Open-source site with phase-based WebGL choreography, procedural visuals and directed camera work; Russian and English pages, responsive UI and desktop animation controls.

EDUCATION & LANGUAGES

Bauman Moscow State Technical University, RK10 · 2015

Russian — native · English — B1