

Anna Yadygina

Game and XR Developer



Profile

I am an XR developer at Charité with a focus on programming, Extended Reality (XR), and UX design.

Skills

- C#
- Unity
- Unreal Engine
- JavaScript
- Three.js
- Maya
- Blender
- Adobe Illustrator
- Adobe Photoshop
- Adobe Substance 3D Painter

Language Skills

- German – Fluent
- English – Fluent
- Russian – Native

Contact Information

- anna.yg.office@gmail.com
- [Behance](#)
- [GitHub](#)
- [LinkedIn](#)

Academic Background

- **Berlin University of Applied Sciences and Technology (HTW Berlin)**
Degree Program: Game Design (2021–2025)
- **University of the Arts Bremen**
Degree Program: Fine Arts (2019–2021)

Professional Experience

- **Charité – Universitätsmedizin Berlin**
Research Associate:
Programming / UX Design / XR
(09/2025 – present)
- **Charité – Universitätsmedizin Berlin**
Student Assistant:
Programming / UX Design / XR
(08/2024 - 09/2025)
- **Die Spielarchitekten GmbH**
Intern: Programming / Game Design
(10/2023 - 03/2024)
- **HTW Berlin**
Student Assistant:
Programming / Game Design
(06/2023 - 11/2023)