

ASADULLOKH KHAMZAEV (Unfor)

Creative Developer (WebGL / Three.js / R3F)

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SUMMARY

Creative Developer with 3+ years of experience, specializing in immersive 3D web experiences using React Three Fiber and Three.js. Focused on cinematic UI, real-time rendering, shaders, and interactive storytelling. Strong experience building optimized, visually rich WebGL interfaces — spanning 3D product showcases, physics simulations, particle systems and cinematic scroll experiences.

SKILLS

3D & WebGL: Three.js, React Three Fiber, WebGL, GLSL Shaders, Postprocessing, Draco Compression, PBR Materials, Instanced Rendering, Particle Systems, Rapier Physics

Frontend: React, JavaScript (ES6+), TypeScript, HTML5, CSS3, Responsive Design, Lazy Loading, Code Splitting, Zustand

Animation: GSAP, Framer Motion, Lenis Smooth Scroll, CSS Animations, IntersectionObserver

Tools: Git, Figma, Blender, Spline, Rive, PixiJS, Sketchfab, Polyhaven, AI Agents

Languages: Uzbek (Native), English (Intermediate), Russian (Technical)

EXPERIENCE

Freelance WebGL Developer

2024 — Present

Self-Employed · Remote

- Built 44+ WebGL/3D projects using Three.js, React Three Fiber, and GLSL shaders
- Built 14+ responsive websites with HTML, CSS, and JavaScript — semantic markup, mobile-first approach
- Created 3D product showcases with 360° rotation, zoom, and camera controls for car and product models
- Built a physics-based browser game with Rapier engine — WASD controls, collision detection, multiple levels
- Wrote custom GLSL shaders for particle effects, glow, surface textures, and procedural visuals
- Optimized 3D asset delivery using Draco compression, lazy loading, and suspense boundaries
- Set up postprocessing pipelines: bloom, depth of field, chromatic aberration, vignette, color grading
- Worked with SkinnedMesh animations — scroll-triggered poses, camera transitions
- Used memo(), Zustand, and component splitting to keep React rendering clean and performant

SELECTED PROJECTS

Unfor's Portfolio

unfor-dev.vercel.app

React · Three.js · R3F · GSAP · Lenis · GLSL

- 18-project showcase with 3D cards, cursor-reactive GLSL spark effects, and a star-field particle background
- GSAP camera animations, IntersectionObserver section reveals, curved screen video reel at the end

Ball Game

unfor-ball-game.vercel.app

React Three Fiber · Rapier Physics · GLSL · Zustand

- Browser game with WASD + Space controls, multiple levels, and progressive difficulty scaling
- Rapier physics for collisions and bouncing — instanced mesh rendering for stable performance

Brabus & Mercedes

unfor-mercedes.vercel.app

React Three Fiber · GSAP · Postprocessing · Draco

- 360° car explorer with zoom/rotate controls and a full specs panel alongside the 3D model
- Postprocessing: bloom, depth of field, vignette — Draco-compressed GLTF for optimized loading

Spiderman

unfor-spiderman.vercel.app

React Three Fiber · GSAP · Postprocessing · GLSL · SkinnedMesh

- Animated character with scroll-triggered poses, GLSL moon glow, and shader-driven spark effects
- Chromatic aberration, motion blur, bloom, film grain — assets compressed with Draco

+ *More projects:* github.com/unfor-dev

EDUCATION

Three.js Journey — Bruno Simon

2024 (7-8 months)

WebGL, GLSL shaders, particles, physics, postprocessing, performance optimization

MohirDev — Frontend React

2024 (4-5 months)

React, hooks, context API, component architecture, state management

MohirDev — Frontend Practicum

2023 (5-6 months)

Frontend practice with real projects and code review

kadirov.dev — Junior Full Stack

2022-2023 (5-6 months)

HTML, CSS, JavaScript, backend basics

EXPLORING

Houdini · Unreal Engine · Cinema 4D · Pixijs · Advanced GLSL

Committed to continuous growth — always learning, always expanding into new tools and disciplines.