

Beka Tcharbadze

XR Designer / Developer | Creative Technologist



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Berlin/Frankfurt, Germany

EXPERIENCE

XR Designer & Developer

03/2025 – Present | COSALUX - Offenbach/Remote, Germany

- Design and develop interactive 3D/XR applications (WebGL, Windows, Android, iOS), Games, VR experiences and immersive environments.
- Build real-time systems using Unity/Unreal (interaction systems, MediaPipe integration)
- Deliver technical and creative solutions for international clients in fast-paced, agency-driven environments.
- Integrate AI-driven workflows and tools into development and creative processes.

Unity, Unreal Engine, Blender, MediaPipe, AI tools/Agents, AI IDEs, Flutter

XR & Game Designer, Creative Technologist

07/2022 – 01/2025 | DOCKDigital / DOCK11 - Berlin, Germany

- Designed and developed interactive installations, AR/VR experiences. Motion capture systems, animation and 3D modeling.
- Created immersive digital solutions for artists, performers, dancers and companies.
- Developed and mentored residency programs, led workshops for interdisciplinary collaborations.

Unreal Engine, Unity, TouchDesigner, Blender, Rokoko Suit, various AI solutions.

XR & Game Designer, Student Research Assistant

08/2022 - 03/2023 | DE:HIVE / cross:play - Berlin, Germany

- Worked in the cross:play project at the DE:HIVE Institute/Game Hub, focusing on Character Design meets Movement Research, an interdisciplinary lab where we developed interactive prototypes and solutions showcased at the Humandroid Festival in Berlin. The project fostered collaboration across creative fields, including game design, theater and digital media.

Unreal Engine, Google MediaPipe, Python, Motion Capture.

XR & Game Designer, Student Research Assistant

10/2021 - 04/2022 | DAI Kairo / German Archaeological Institute
Berlin, Germany - Cairo / Dahshur, Egypt

- Led 3D documentation and photogrammetry (SfM) to digitally capture large-scale archaeological sites, monuments and artifacts at the Red Pyramid.
- Designed and developed a research-driven XR System for virtual reconstructions of an archaeological site, envisioned as both an immersive VR experience and an on-site AR tool for heritage tourism. Applying Game and System Design principles for the Dahshur XR project.
- Archaeological survey for sites Saqqara and Dahshur.

Unreal Engine, Agisoft Metashape, Blender

UI Designer, Graphic Designer

01/2021 - 08/2021 | 4twiggers - Tbilisi, Georgia / International

- UI/UX Design
- Logo and Graphic Design

UI/UX Designer, Graphic Designer

06/2019 - 01/2021 | Qwerty LLC - Tbilisi, Georgia / International

- UI/UX Design
- Motion Graphics / Animation
- Graphic Design / Logo and graphic Design

Game Artist, Animator Intern

02/2014 - 08/2014 | Lemondo Entertainment - Tbilisi, Georgia


- Animation and Environment Design for mobile games
- Concept Art and Graphic Design


Since 2014, professionally working as a designer, developer and creative technologist across a wide spectrum of digital media, including AR, VR, motion capture, and other emerging XR technologies, exploring new ways to merge artistic and technical approaches. In recent years, actively integrating responsible and ethical use of AI into creative and technical workflows to improve efficiency, prototyping, and overall quality.

Throughout my career, I have had the opportunity to contribute to a range of scientific projects, worked on experimental visual art, animation, interactive installations, AR/VR experiences and mobile/video games, built real-time systems and digital applications for international clients in fast-paced agency environments.

EDUCATION

 Game Design / System Design
HTW Berlin (M.A.)
2021 - 2024 Berlin, Germany

 Japanese Studies / East Asian Studies
Freie Universität Berlin (B.A.)
2018 - 2021 Berlin, Germany

 Animation Directing / Graphic Arts
Tbilisi State Academy of Art (B.F.A.)
2011 - 2015 Tbilisi, Georgia

CORE EXPERTISE

XR Design & Development • Creative Technology • Game Design & Systems Design • Interactive Installations • Human-Computer Interaction (HCI) • Real-Time Systems • AI-Assisted Workflows

TOOLS & TECHNOLOGIES

Unreal Engine • Unity • Blender • TouchDesigner • Adobe Creative Suite

Antigravity • Codex • ComfyUI

MediaPipe • Motion Capture

C# • Python • Git

Photogrammetry • Shader Work • Real-Time Rendering

Technical Art • Interaction Design • Creative Coding • 3D & Animation • UI/UX

LANGUAGES

German Fluent / C2 ●●●●●

English Fluent / C2 ●●●●●

Georgian Native ●●●●●