

Krisztián Tóth

Software Engineer · AR / GIS / BIM Platform & Integrations

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PROFILE

Software engineer and game developer with over 10 years of experience across real-time 3D, animation and full-stack development. As Lead Software Engineer at inCitu, built the technical foundation of an augmented reality platform from the ground up and shipped its two flagship partner integrations with Esri ArcGIS and Autodesk Forma — bridging the gap between GIS, BIM and the real-world places where projects are built.

SELECTED WORK — PARTNER INTEGRATIONS

inCituAR × Esri ArcGIS

Esri Startup Partner · incitu.us/integrations/arcgis

- Designed and built a bidirectional integration between inCituAR and ArcGIS Online — publishing AR projects directly to ArcGIS Online and importing 3D object feature layers back into AR as immersive, location-based experiences.
- Used the ArcGIS Maps SDK for JavaScript to host 3D models on web maps and generated 3D feature layers and scene layers stored in ArcGIS Online for reuse across other ArcGIS products.
- Built the pipeline using Python and ArcGIS SDK for Python that converts GIS-driven 3D models into georeferenced, real-scale AR, accessible on iOS/Android via a QR code with no app download.
- Implemented account linking so new inCituAR projects surface automatically in ArcGIS Online, streamlining cross-platform GIS workflows.
- Powered real deployments, including the COTA LinkUS West Broad Street rapid-transit visualization in Columbus, Ohio, used for public engagement.

inCituAR × Autodesk Forma & Construction Cloud

Autodesk App Store · incitu.us/integrations/forma

- Built the inCituAR extension for Autodesk Forma, letting architects and planners publish Forma design proposals as on-site, real-scale AR experiences viewable from a QR code.
- Developed inCituAR for Data Exchange (“inCituDX”) — a direct, automated connection between Autodesk Construction Cloud (ACC) and inCituAR using Autodesk Data Exchange URLs, eliminating manual model exports and file handling.
- Implemented instant project initialization: paste an Autodesk Data Exchange URL to auto-detect the Exchange ID and trigger server-side processing, producing georeferenced, AR-ready projects in minutes.
- Featured among Autodesk’s newest AECO integrations, connecting computational/BIM design environments to street-level, real-world AR context.

EXPERIENCE

Lead Software Engineer — inCitu Dec 2022 – Present

New York, USA · Remote

- Built inCitu’s core technical platform end-to-end — the AR pipeline, 3D data processing and partner integrations (Esri ArcGIS and Autodesk Forma / ACC, detailed above).

Founder & Owner — Inmart Tech Jan 2019 – Present

- Founded and run an independent software and 3D development studio.

Programmer — Shotgun With Glitters Jan 2017 – Oct 2021

- Wrote and maintained code across the studio's game projects.

Programmer & 3D Generalist — Dancing Dog Games Feb 2016 – Mar 2017

- C# programming, 3D modeling and animation for game projects.

Network Administrator — VK Media 2009 – 2013

- Managed network and IT infrastructure.

SKILLS & TECHNOLOGIES

3D & engines: 3D modeling, animation, character animation, 3ds Max, real-time 3D / WebGL.

Programming: C#, JavaScript, TypeScript, Python full-stack & front-end web (HTML/CSS), databases.

AR / GIS / BIM: ArcGIS SDK, ArcGIS Online (3D feature & scene layers), Autodesk Forma & Construction Cloud APIs, Autodesk Data Exchange, mobile AR (ARKit / ARCore), georeferencing, server-side 3D processing pipelines.

CERTIFICATIONS

- 3ds Max 2015 Certified Professional
- Web Development: Full Stack and Front End
- Programming Foundations: Fundamentals
- Programming Foundations: Databases
- CSS Essential Training

LANGUAGES

Hungarian · Serbian · English

RECOMMENDATION

“One of the most talented engineers I've worked with — he built the technical piece of inCitu from the ground up.”

— Dana Chermesh-Reshef, Founder & CEO, inCitu