



SHRAMKO CV · BYDGOSZCZ, POLAND

Andrii Shramko

Engineer and filmmaker · FPV drones · 360° and 3D 360° cameras · 3D scans of cities

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Version with videos and current numbers: cv.flyreelstudio.eu

I'm Andrii Shramko, an engineer and filmmaker based in Bydgoszcz, Poland. I design FPV drones, 3D 360° cameras and stabilization systems, scan streets, landmarks and large parts of cities in 3D, shoot 360° films and teach at the University of Opole. I'm open to joint projects with schools, cities, cultural institutions, companies and researchers. Contact: zmei116@gmail.com.

PROJECTS AND COLLABORATIONS

NVIDIA Omniverse — My 3D scan illustrates the NVIDIA Omniverse documentation, credited to Andrii Shramko.

National Geographic — A macro 3D 360° camera with about 5 mm between lenses: 4 prototypes, a 3D-printed metal body.

Amazon — The macro 3D 360° camera for National Geographic and Amazon — the world seen from grass level, made for VR.

Red Bull — 3D 360° cameras, drones and stabilization systems for 360° shoots — together with 2RAW and Jon Griffith's team.

Mastercard Music — 3D scan artist on the music video "Połowa Mnie" — the video has 19.1 million views (13 Oct 2026).

World Labs — My "Poland" scene (106 million splats) — the largest in World Labs' Spark 2.0 post.

University of Opole — Teaching since 2023: 360° film, 3D scanning, working with AI agents.

Immersive Warsaw 2026 — Speaker: "The Camera Doesn't Exist Yet", 5 November 2026, Kinoteka, Warsaw.

IN NUMBERS

259 M splats in the largest scene on my profile — Lublin Old Town (2026-10-21)

29 public 3D scenes on SuperSplat (2026-10-27)

22 guided 360° city tour films on YouTube — Bydgoszcz, Toruń, Opole (2026-10-27)

259 576 views of my 360° films on DeoVR (2026-09-09)

200★ GitHub stars — 4DGS-Video-Generator (2026-10-27)

10 years of the FPV pilot community we built in Opole (2026-10-25)

WHAT I DO

FPV drones and engineering — I design and build drones, cameras and RC systems from scratch. I'm a professional FPV pilot working in film.

Cameras and stabilization — When the camera for a shot doesn't exist yet, we design it.

3D scans of cities and heritage — I scan streets, churches, interiors and large parts of cities with Gaussian Splatting — from the ground and from drones.

360° films and VR — I shoot 360° films from drones and on the ground — for VR headsets and YouTube.

Simulators and tools — I build tools anyone can run in a browser, and I release them as open source.

Education and events — I share what I know: university classes, workshops, group flying and events for residents.

WHAT CAN I OFFER YOU?

School / university: Technology students can hold in their hands

City / public office: Your city in 3D, in 360° and live

Museum / culture: A heritage site to explore in the browser and in VR

Company / event: Something your guests haven't seen yet

Film / media / brand: The shot that off-the-shelf gear can't get

Research / robotics / AI: Data and tools for researchers

FPV pilots: Let's fly together in Bydgoszcz

PATH

2015 — My first systems for filming 360° in motion.

2016 — FlyReel Studio founded; first 360° films published.

2019 — Macro 3D 360° camera — 4 prototypes built by 2021.

2022 — A 3D 10K / 240 fps camera and cable system for a cliff-diving VR film (Red Bull).

2023 — First classes at the University of Opole.

2024 — 3D scans for the music video "Połowa Mnie" (Mastercard Music).

2025 — VR film "Touching the Sky" (Red Bull × Meta): a 14-camera 3D 360° cinelifter.

2026 — Open source: 4DGS-Video-Generator and the ShramkoGSFPV simulator.

2026 — Drone Picnic in Opole, move to Bydgoszcz, 5 November — Immersive Warsaw.

ALL PROJECTS

ShramkoGSFPV gsfpv.flyreelstudio.eu

Shramko Drony Bydgoszcz drony-bydgoszcz.flyreelstudio.eu

Shramko VR Course 2026/27 vrkurs.flyreelstudio.eu

Guided 360° city tour films youtube.com/@360vrvideoaroundtheworldin8

3D scans on SuperSplat superspl.at/user/andriishramko

The Camera Doesn't Exist Yet — Immersive Warsaw 2026 shramko.flyreelstudio.eu

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