

Software Engineer Joins Mass Luminosity

Mass Luminosity, a global research, technology and experiential company, has announced that Information Systems Engineer, Denis Medvedev, has joined its team as Software Engineer. Medvedev received his degree in Information Systems and Technology Engineering from the Far Eastern Federal University, Vladivostok, Russia.

He will join our growing team of Software Engineers to assist in the development of Beacon®, a revolutionary video and voice communication platform bringing security, quality and simplicity to video and voice communications. Created with a mission to enhance natural communication, Beacon's state-of-the-art encryption safeguards all communication, ensuring confidentiality and protecting identity.

"After evaluating a significant number of software engineer candidates, we've decided on Denis because his programming skills can assist us in the ongoing development of Beacon. Some of the programming languages and frameworks he's proficient at include JavaScript, Vue.js, and Node.js," said Teodor Atroshenko, Senior Vice President of Technology of Mass Luminosity.

About Mass Luminosity

Beacon Technologies is a wholly-owned subsidiary of Mass Luminosity, which was launched in 2011 as a global research, development and technology company seamlessly integrating people into augmented virtual environments. Mass Luminosity is best known for its gaming social platform, GTribe that has over five million members. Mass Luminosity is led by its founder and CEO, Angel Munoz, who joined the video game industry in 1995 after a career in investment banking. Munoz spearheaded the global esports industry by launching the world's first professional league for video gamers. For more information, visit <https://massluminosity.com>

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