Dmitry Hrabrov

2K Czech / Hangar 13

Build System Programmer

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About me ——————

I've been in the game development since 2014. The first game was made on the RenPy engine. Others were made in the pure C. I totally love C language and have been using it more than 10 years. The main skill is making crossplatform applications. My personal dream is to make fun computer games that people will like.

Skills ————————————

C

Linux

Java

Python

C++

C#

JavaScript

Android

WinAPI
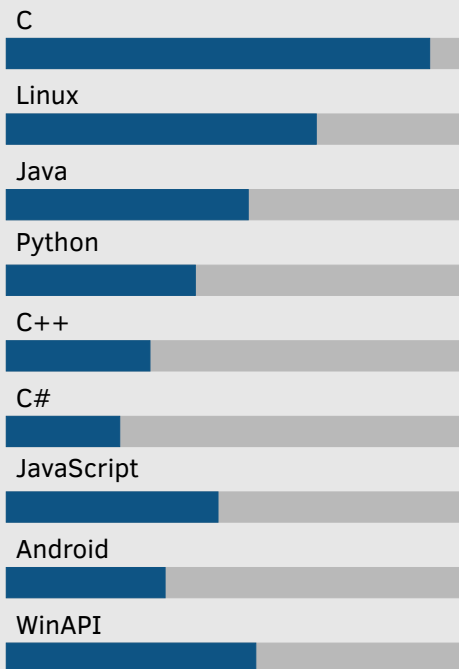
Education

2012-2016	Post-Graduation Course, IT	Gomel State Technical University

Research topics: Pseudorandom sequences generators on cellular automata; local Wi-Fi positioning.

2011-2012	Master of Engineering Science, IT	Gomel State Technical University
2006-2011	Bachelor of Science, IT	Gomel State Technical University
2004-2006	Graduate	Gomel state regional lyceum

Specializing in mathematics and Informatics, Olympiad programming
Received knowledge: recursion, Dijkstra's algorithm, quick sort, hash tables, minimal spanning tree, binary heap, etc.

Publications

More then 40 scientific publications in Russian. Including: 5 articles in scientific magazines, 4 patents, participation in competitions, many conferences materials.

Code samples / Tools

2017	dxTarRead	https://dexp.in/tools/dxtarread/

A minimalistic non compressed archive file readers written in ANSI C. Supported formats: GNU tar, PAX, GNU ar, Cpio (4 variants).

2015	dxPmdxConverter	https://github.com/DeXP/dxPmdxConverter

Simple PMD/PMX to MQO/OBJ converter written in ANSI C. Console version exists for: Linux, Mac OS X, Windows; both 32 and 64 bit.

Open source contributions

2016-2017	Nuklear	https://github.com/vurtun/nuklear/commits?author=DeXP

A single-header ANSI C gui library. My changes are mostly related to examples: adding new ones, adding new functionality to existent.
Used technologies: ansi C, OpenGL, OpenGL ES, SDL, GLFW, X11, GDI+, WinAPI, Emscripten, Linux, Windows, Raspberry Pi

2016	Tiled	https://github.com/bjorn/tiled/pull/1357

A generic tile map editor. I added an ability to convert property type. Used technologies: C++, Qt, Linux, Windows.

Game Development Experience

2016-2017	Wordlase	http://store.steampowered.com/app/602930

A word puzzle game, written in C. Game runs on Windows and Linux. Used technologies: ansi C, libc, Nuklear, JSON, gzip, Python, SDL. C code lines: ∼5k. Python code lines: ∼1k.
Open source part - Nuklear+: https://dexp.in/tools/nuklear-cross/

2015-2016	Winter Novel	http://store.steampowered.com/app/485350

A visual novel ASCII game, written in low-level C. Windows, Linux. A lot of functions were reimplemented. Used technologies: ansi C, no libc, WinAPI/SDL, OpenGL, Android. Strict Ansi C89.
Project size: ∼20k source code lines.

Interests: Linux, Games, Programming, Hardware, Fantasy books, Martial arts.
Languages: Russian (native), English (upper-intermediate), Belarusian (native).
For more detailed information see my LinkedIn profile.

Links

LinkedIn:	https://www.linkedin.com/in/dexperix
GitHub:	https://github.com/DeXP
Steam:	http://steamcommunity.com/id/dexp
Games:	http://store.steampowered.com/search/?developer=DeXP
Google Play:	https://play.google.com/store/apps/dev?id=7932817826050175353