



Dmitry Hrabrov

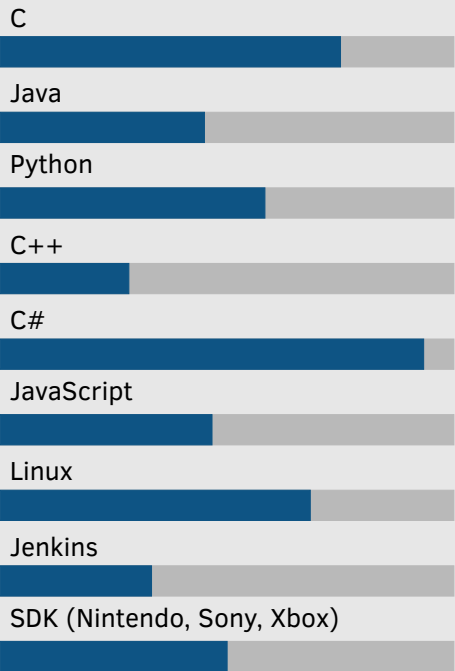
Bohemia Interactive
Senior Programmer

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About me

I am in game development since 2014. I started as an indie developer with 3 games on Steam. I was employed by 2K Czech in 2017. It provided me a lot of experience with modern technologies and platforms. I'm constantly improving my skills and experience.

Skills



Education

2012-2016	Post-Graduation Course, IT	Gomel State Technical University
	Topics: Pseudorandom sequences generators; 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	Lyceum Graduate	Gomel state regional lyceum
	Specializing in mathematics and informatics, Olympiad programming	

Scientific Publications

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

Enterprise Game Development

2022	VIGOR	https://www.bohemia.net/games/vigor
	Outlive the apocalypse, Vigor is a free-to-play looter shooter game. <i>Bohemia Interactive - Senior programmer.</i> Build system: Jenkins. <i>Details:</i> I automated various processes affecting game builds, patching, storage, monitoring and uploading to several clouds. <i>Technologies:</i> Python, Powershell, JenkinsScript, Groovy, Windows, Linux, PlayStation, Xbox, Nintendo Switch, OwnCloud, AWS, SlackAPI.	
2017-2021	Mafia: Definitive Edition	https://mafiagame.com/mafia
	Part one of the Mafia crime saga. Remaster of golden classics. <i>2K Czech - Build system Programmer.</i> Build system: own. <i>Details:</i> Various parts of the build system were implemented by me. I integrated Steam and Epic Games into our build pipeline. I was supporting content and executables build for all platforms. <i>Technologies:</i> C#, LINQ, MSSQL, MSBuild, Powershell, Batch, ASP.NET, WinForms, WPF, DevExpress, Telerik, JavaScript, Node.JS, Jira API, Steam, Epic Games, Nintendo, PlayStation, Xbox.	
2017-2019	Borderlands: HD Texture Pack	https://store.steampowered.com/app/941180
	Ultra HD textures DLC for Borderlands 1&2. <i>2K Czech - Build system Programmer.</i> Build system: Bamboo. <i>Technologies:</i> NAnt, Batch, PlayStation, Xbox, Windows.	

Independent Game Development

2016-2017	Wordlase	http://store.steampowered.com/app/602930
	A word puzzle game, written in C. <i>Technologies:</i> ANSI C, libc, Nuklear, JSON, gzip, Python, SDL, Windows, Mac OS X, Linux, Android. C code lines: ~5k. Python code lines: ~1k.	
2015-2016	Winter Novel	https://winternovel.dexp.in
	A visual novel ASCII game, written in low-level C. <i>Technologies:</i> strict ANSI C89, no libc, WinAPI/SDL, OpenGL, Android. ~20k code lines.	
2014-2015	One Manga Day	https://onemangaday.dexp.in
	A short visual novel written in Python (RenPy). Published to Steam and Google Play. Source code: https://github.com/DeXP/onemangaday	

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

Links

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