Geroev Dnepra Str. 61,
Apt. 211, Kyiv, Ukraine, 04214

VLADYSLAV BURAKOV

+38 (093) 846-4899
vladyslav.burakov@gmail.com

EMPLOYMENT

Software Engineer   **Solverlabs**   **Since 2011**

Planet of Cubes (2014-2015), multiplayer game for mobile platforms with 5000-10000 players online.
- Extended Creative server with more complex Survival game mode, in which players must survive by collecting resources, crafting items and fighting with dangerous creatures.
- Implemented server-side physics, fluid flow, light spreading and world rollback to initial state.
- Increased server performance by 4 times by replacing ScalaSTM collections with simpler atomic structures.
- Reduced production server heap memory allocation from 40G to 5G by moving largest objects into non-heap memory pool, which allowed to get rid of periodic garbage collector freezes that lasted for several minutes.
- Created a new actor-based testing framework, which was easier to use and 20 times faster than old one.

Texas Hold'em Poker Online - Holdem Poker Stars (2013-2014), multiplayer card game for BlackBerry OS 5-7.
- Reduced the time players were waiting for someone to join their tables from several minutes to 10 seconds.
- Fixed memory leak in graphical library which caused client applications to crash and was hard to reproduce.
- Extended view component with support of native BlackBerry graphical framework, which made possible to release the game for slower devices with older OS version.

Tiny Bird (2013), arcade game for BlackBerry OS 5-7.
- Extended physics engine library with Bézier curve shape.
- Implemented game history recording and reproduction to simulate competition with best online players.

Cut It! (2013), arcade game for BlackBerry OS 5-7.
- Extended physics engine library with rope joints.
- Implemented most game objects and levels.

Solitaire (2012), card game for BlackBerry OS 5-7.
- Implemented an algorithm that solved Klondike game on a random deck with winning rate about 25%.

The River Test (2011), puzzle game for BlackBerry OS 5-7.
- Generalized hardcoded single-puzzle game model to support addition of new puzzles.

EDUCATION

Kyiv, Ukraine   **Taras Shevchenko National University**   **2007 – 2012**
- Specialist of System Programming. (2012)
- Bachelor of Computer Science. (2011)

PERSONAL PROJECTS

- **Flower Bird** (2014). Arcade game, in which players should keep a red bird away from blue birds using device accelerometer. Android 2.3.3, OpenGL.
- **Online Judge Helper** (2013). Java library that helps to automate common tasks in solving online judge problems such as preparing code templates, loading sample tests, testing and submitting solutions.

ACHIEVEMENTS AND AWARDS

- **Gold medal** in Ukrainian Olympiad of Informatics: 3rd place in 10th grade. (2006)
- **Bronze medal** in Ukrainian Olympiad of Informatics: 13th place in 11th grade. (2007)
- High rank at **Timus Online Judge** site: 591 out of 98011 authors by number of solved problems. (2006-2015)

LANGUAGES AND TECHNOLOGIES

- Java expert; Scala. Basic knowledge and interest in C, C++, Go, Python, Ruby and Haskell.
- Hibernate; Akka; Protocol Buffers; Netty.
- IntelliJ Idea; Git; Linux; PostgreSQL; Vagrant.