
EMPLOYMENT

Software Engineer	Solverlabs	Since 2011
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Planet of Cubes (2014-2015), multiplayer game for mobile platforms with 5000-10000 players online.

- Increased server performance by 4 times by replacing ScalaSTM collections with simpler atomic structures.
- Implemented asynchronous multithreaded light calculation algorithm.
- Extended Creative server with more complex Survival game mode, in which players must survive by collecting resources, crafting items and fighting with each other.
- 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.

Revenge of the Pigs (2012), arcade game for BlackBerry OS 5-7.

- Downgraded JBox2D physics library from Java 1.6 to Java 1.3.
- Implemented basic game features: physical behavior, scene objects, game over, scores, levels, power-ups.

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
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- Specialist of System Programming (2012)
- Bachelor of Computer Science (2011)

PERSONAL PROJECTS

- **Flower Bird** (2014). Simple arcade game, where players should keep a red bird away from blue birds using device accelerometer. Android 2.3.3, OpenGL.
- **Online Judge Helper** (2013). Java library for helping 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: 582 out of 90000 users by number of solved problems (2006-2015)

LANGUAGES AND TECHNOLOGIES

- Java; Hibernate; Akka; Scala; Protocol Buffers; Netty;
- IntelliJ Idea; Git; Linux user; PostgreSQL;