Aleksei Lapikhin

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Experience

Software Engineer

System Technologies, Kaliningrad, Russia - Remote   **October 2019 – October 2022**

- Engineered a cross platform Android and iOS mobile application using C++, Qt framework, Java, and Objective-C on a 8 person agile team.
- Lead and created a cross platform mobile app installer in Kotlin, reducing the install size by 100MBs leading to increased usage and engineering velocity due to separating the installer from the core app.
- Worked on an extension engine on top of the Chrome Javascript V8, creating wrappers and APIs to help facilitate frontend development helping unblock critical client specific needs.
- Utilized TDD and helped fill in any test coverage gaps, while also refactoring untestable code leading to a unit test coverage of 98% from nearly 50% coverage years prior.
- Refactored our tests to run asynchronously leading to a test runtime performance improvement from over 90 seconds down to 10, greatly increasing developer velocity.

System Administrator

Kindergarten "Zvezdochka", Slobodskoy, Russia   **January 2014 – March 2015**

- Managed and configured the company website to help provide file hosting and content distribution.
- Provided technical support to employees ranging from OS problems to hardware support.
- Installed and built company hardware such as computers and printers, distributed to employees.

Projects

OpenGL N-Body Problem Visualization ○

OpenGL visualization of the n-body problem in C++ utilizing the Barnes-Hut algorithm to compute interactions between bodies.

Task Manager ○

A task management application, written to learn Typescript and web development. Utilizes frameworks such as Next.js, tRPC, Prisma, Tailwind and Zod.

Labee ○

A file labeling tool written in go, utilizing sqlite to manage files via labels/tags.

Gungus ○

A discord bot, written in go, which (currently) allows creation of polls, achieving persistence via sqlite.

Education

Specialist Degree in Software Development

College of Pedagogics and Social Relations, Slobodskoy, Russia   **September 2015 – October 2019**

Skills

Languages & Frameworks

C++, Java, Kotlin, Golang, SQL, Qt, Android, Objective-C, Typescript, React, Node.js, Next.js, Python, C#

Tools, Technologies & Skills

Git, Docker, CMake, Systems Design & Architecture, CI, Azure, Android Studio, CLI