

Liudmila Mashkina

Software Engineer

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My website: <http://liudmila-mashkina-2049812041.us-west-2.elb.amazonaws.com/>

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Software developer with 2+ years of experience on own product. Communicative quick learner with a huge teamwork experience, seeking to progress everyday. I have already developed cross-platform C++ game and just built and published a personal website, created from scratch and hosted on AWS.

Experience

Oct 2015 - present

Self-employed Software Engineer

Personal Website

Link: <http://liudmila-mashkina-2049812041.us-west-2.elb.amazonaws.com/>

Source: <https://github.com/LiudmilaMashkina/Website>

Responsible for end-to-end development:

- Built **Python Web Server**
- Deployed the site to **AWS EC2**
- Built the site using **HTML/CSS/JavaScript**
- Implemented flexible layout supporting mobile devices and large screens

Runner

Cross-platform C++ game

Demo: <http://liudmila-mashkina-2049812041.us-west-2.elb.amazonaws.com/>

Source: <https://github.com/LiudmilaMashkina/Runner>

Responsible for end-to-end development:

- App architecture
- System design
- Implemented full game logic using **C++** on top of **Box2D**, **Cocos2d**
- Setup multiplatform build using **CMake**
- Setup resource export from **Blender** using **Python**
- Build UI framework on top of **Cocos2d**
- Setup version control using **Git** and **Bitbucket**

Sept 2012 - Feb 2015

Fashion Designer

Ltd. Bosco Sport - Moscow, Russia

- Leading designer on **Russian Olympic and Paralympic teams sport uniform** for all seasons from FW 2013-2014 and till FW 2015-2016.
- Created uniforms for different Sochi 2014 Olympic Games purposes (Bibs, Flower ceremonies and etc.)
- Collaborated in creation of corporate sport uniforms for many big Russian companies
- Trained and mentored junior designers.

Education

Sept 2006 - May 2012

Moscow State University of Design and Technology (MSU DT)

- Master
- Fashion Designer
- Diploma with honors
- Participated in several side projects with our professors in the area of Costume history.

Skills

- **Strong C++** - 2 years of experience working on real project, end to end.
- **Python** - used Python scripting for importing models from Blender, website backend and console apps, like auto image generator.
- Strong **algorithmic background**.
- Strong **OOP understanding**.
- **Software design**.
- **JSON** - used for transferring data between different parts of project.
- **XML** - learned during game dev, but gave preference to JSON.
- **HTML** - wrote personal website.
- **CSS** - used for styling my site.
- Basic **JavaScript** - customizing site layout, supporting right scaling.
- Basic **jQuery**
- **Bash/Zsh** - constantly used for grepping, software installation using macports, running scripts.