

# Michael Belousov

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## Experience

### **BENTLEY SYSTEMS, *Software Engineer II* (May 2018—Resigned May 2024)**

- Led architecture and design for our next-generation Electron-based desktop app framework, mentoring all team members and helped manage day-to-day development
- Led development and mentored contributors of transformation API for the iTwin platform, a hybrid TypeScript/Node.js/C++ service
- Developed and deployed the iTwin platform Unreal Engine integration, an Electron application bridging iTwin Node.js APIs to Unreal via the Datasmith C++ SDK with an auto-update system
- Produced webinar of platform integration with platform's highest impressions (>5K) on LinkedIn. Wrote marketing webpages, [tutorials](#), and [blog posts](#)
- Contributed to several customer facing full-stack applications with Node.js, C++, React, .NET, MongoDB, and Cloud SQLite
- Maintained dozens of CI/CD pipelines across Github Actions and Azure Pipelines
- Introduced fuzzing (catching dozens of buffer overflows), sanitizers, clang static analysis, and other tooling to native buildology

### **ITS, *Security Team Developer* (December 2016—May 2019)**

- Wrote [an SVG network diagramming toolset](#) that uses SNMP, CDP scanning, and a CISCO router CLI parser
- Migrated a PHP-Python2 XMLRPC+jQuery web stack to Python3+Vue.js

### **UCONN SPEECH AND HEARING RESEARCH, *Technical Contractor* (March 2017—July 2018)**

- Built (solo) a car driving simulation in Unreal Engine 4 for tracking navigation patterns, for neurological research, with Python/TkInter tooling for replaying patient sessions

## Technical Writing

- [introducing @bentley/imodel-react-hooks](#)
- [iTwin Platform Unreal integration tutorial \(archive\)](#)
- [Evolve your iTwin with Unreal](#)
- [Bringing your iTwin into Unreal](#) (webinar video)

# Education

UNIVERSITY OF CONNECTICUT, Storrs, CT

*Bachelor of Science*, Computer Science and Engineering. Completed May 2019

# Technical Skills

Zig, C++/C, TypeScript, Python, GNU/Linux, Git, React, Node.js, Rust, OpenGL/GLSL, GitHub Actions, Azure Pipelines, Azure Cloud, .NET, C#, HTML5/CSS, SQLite, Postgres, MongoDB, Web Assembly, PHP, Godot, Unreal Engine, Docker, Rust, Electron, Lisp+Scheme, Java, Valgrind, ASan, libfuzzer, libAFL, rr, gdb, PowerPoint, Word, matplotlib

# Notable open source contributions

- lint-staged msys2/cygwin platform support
- typescript-eslint bug in return-await lint rule
- Godot game engine bug in initial C# object marshalling
- onivim2 command palette autocomplete bug in vim-like editor