

# Michael Belousov

[me@mikemikeb.com](mailto:me@mikemikeb.com)

<https://mikemikeb.com> (if it's underlined it's a link!)

---

## Objective

To contribute robust engineering practices to my peers, build products and services people love, and achieve the role of systems expert.

## Education

UNIVERSITY OF CONNECTICUT, Storrs, CT

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

## Select Open-Source Contributions

- ▶ [lint-staged](#) npm package
- ▶ [typescript-eslint](#) npm package
- ▶ [Godot](#) game engine
- ▶ [netaddr](#) python package
- ▶ [onivim2](#) text editor written in Reason

## Experience

**Bentley Systems, *Software Engineer II*** (May 2018—Resigned May 2024)

- ▶ Led architecture and design for our next-generation desktop application framework, mentoring all team members and helped manage day-to-day development
- ▶ Led (solo) development and deployment of the iTwin platform Unreal Engine integration: an Electron application bridging Datasmith C++ SDK to iTwin Node.js APIs, wrote marketing webpages, tutorials, blogs, and update service
- ▶ Led development, and mentored contributors of the Transformation core API for the iTwin platform, a TypeScript Node.js API with native C++ addon components
- ▶ Contributed to multiple customer facing full-stack applications with Node.js, React, ASP.NET C#, C++, MongoDB, and SQLite
- ▶ Produced a webinar promoting the product I led development of on our platform, and blogged about our platform publicly, see the **Technical Writing** section below
- ▶ Introduced fuzzing, sanitizers, clang static analysis, and other tooling to native buildology

**ITS, *Security Analyst and Developer*** (December 2016—May 2019)

- ▶ Created an SVG network diagramming toolset using SNMP, CDP scanning, and a custom CISCO router CLI parser
- ▶ Migrated a PHP-Python2 XMLRPC+jQuery web stack into bilingual Python3+Vue.js

**UCONN Speech and Hearing research, *Technical consultant***

(March 2017—July 2018)

- ▶ Built (solo) interactive simulation software (a game in Unreal Engine 4) for tracking user navigation, for neurological research
- ▶ Built (solo) a TkInter Python app for top-down playback of participant sessions and export of data to Excel

## Technical Competencies

Zig, C++/C, TypeScript, Python, GNU/Linux, Git, React, Node.js, Rust, OpenGL/GLSL, .NET, HTML5/CSS, SQLite, Postgres, MongoDB, Wasm, PHP, Godot, Unreal Engine, Azure, Rust, Electron, VSCode extensions, Scheme, Java, Valgrind, ASan, libfuzzer, libAFL, rr, gdb

## Technical Writing

[introducing @bentley/imodel-react-hooks](#)  
[iTwin Platform Unreal integration tutorials](#)  
(ask me why this integration was deprecated!)  
[Evolve your iTwin with Unreal](#)  
[Bringing your iTwin into Unreal](#) (webinar video)