

Michael Belousov

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

Education

UNIVERSITY OF CONNECTICUT, Storrs, CT

Bachelor of Science, Computer Science and Engineering, May 2019

GPA 3.7, graduated in 3 years.

Open-Source Contributions

- ▶ [lint-staged](#) npm package
- ▶ [typescript-eslint](#) npm package
- ▶ [Godot game engine](#)
- ▶ [netaddr](#) python package
- ▶ my own npm package [lazy-from](#)

Experience

Bentley Systems, *Software Engineer* (May 2018—Current)

- ▶ Led development and deployment of the entire iTwin platform Unreal Engine integration data pipeline, electron application, marketing webpages, tutorials, blogs, and update service in Typescript and C++
- ▶ Led development of the *Transformation* core API for the iTwin platform, a TypeScript node.js API with a native C++ addon component
- ▶ Developed multiple full-stack applications and services with Node.js, React, ASP.NET C#, C++, MongoDB, and SQLite
- ▶ Wrote several public and internal, technical and beginner, articles, as well as a webinar promoting my product on our platform, see the **Technical Writing** section below
- ▶ Analysed performance of Node.js code with native components, found [unbounded memory growth in Node.js](#), and did some [micro]benchmarking of JavaScript integer64 representations
- ▶ On several teams became a local expert in React, TypeScript, C++, CSS, Linux, and advanced Git

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 with some PHP boilerplate generation

UCONN Speech and Hearing research, *Technical consultant*

(March 2017—July 2018)

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

Technical Competencies

C++/C, Python, TypeScript, GNU/Linux+Bash, Git, React, Node.js, Rust, OpenGL/GLSL, .NET, HTML5, [Postgre]SQL[ite], MongoDB, PHP, Sass+CSS, Godot, Unreal Engine, Azure VSCode extensions, Electron, Java, Rust

Technical Writing

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

Hobbies

- ▶ 3D Art, computer-generated art and animation, I love blender and have plans to contribute to it
- ▶ Writing languages and tooling (VS Code extensions!), experimenting with new programming languages
- ▶ I use a lot of **bash**. So much so that I've gotten a bit worried and tried **xonsh** but didn't like it