

VSEVOLOD KVACHEV



SENIOR SOFTWARE ENGINEER

+ CONTACT

Date of Birth February 18, 1995

Current City Kyiv, Ukraine -> Malmö, Sweden (can legally work now) Website kvachev.com

Email rasie11@gmail.com GitHub github.com/Rasie1

+ EXPERIENCES

Current: **Navcore Nextology** – as **C++ senior software engineer (contract work, remote)**

DigiNext.ru – as **C++ senior software engineer (remote)**

Logistic Tech – as **C# back-end developer**

Intel Summer Internship NN 2015 – as C++ OpenGL developer

Various projects as freelancer

Own projects:

[glowy2d/glowy3d](#) - graphics engine/framework/OpenGL wrapper (created for self-education)
[c\(x\)](#) – a programming language with generalized types, sets and functions
Various game drafts, ideas and prototypes, multiple completed hackaton and gamejam games
[Colossal Citadels](#) – a strategy game with turn-based factory building over procedural resource types
Various game drafts, ideas and prototypes, multiple completed hackaton and gamejam games

+ KNOWLEDGE

High Experience **C++, Go, OpenGL/DirectX, Unreal Engine 4, .NET**

Some Experience **Haskell, Python, Scala, Coq**

Tools & Technologies used **Technologies:** bash, linux, CMake, docker, grpc, OpenGL ES, glsl, hlsl, Unity, boost, CUDA, LiquidHaskell, Idris, SSReflect, Mono, R, OpenMP, MPI, AMQP, IBM i, boost, Node.js, v8, SQL databases (Postgres, etc), Java, Kotlin, Android, NoSQL databases, cassandra, redis, etc.
Team tools: git, Agile, Scrum, GitLab, Redmine, Perforce, JIRA, etc.
Math: 3D, Linear Algebra, Basic Machine Learning, Logic, Type Theory, Category Theory

Languages **English** – Advanced (IELTS: 7 – 2017)
Russian – Native
German – Basic
Ukrainian – Can read and understand
Swedish – Beginner

+ EDUCATION

Higher Education **Theoretical Computer Science and Information Technologies**
Bachelor at Southern Federal University,
Institute of Mathematics, Mechanics and Computer Science in the name of I. I. Vorovich, 2013-2017

Coursera **Programming Languages** – University of Washington
From Nand to Tetris – Hebrew University of Jerusalem

Summer Schools **Intel Summer Internship 2015 NN** – Intel Corporation
Summer Supercomputer Academy 2016 – Moscow State University
Bioinformatics Summer School 2016 – Bioinformatics Institute
Programming Language Implementation Summer School 2017 – Bertinoro, Italy

+ CONFERENCES & PUBLICATIONS

Programming Languages and Compilers 2017. Design and Implementation of Programming Language with Generalized Types, Sets and Functions

+ HOBBIES & OTHER

Indie solo gamedev, music composing, playing bass and guitar, progressive metal, photography ([instagram](#))