

VSEVOLOD KVACHEV



SENIOR SOFTWARE ENGINEER

+ CONTACT

Date of Birth	February 18, 1995		
Current City	Kyiv, Ukraine -> Malmö, Sweden	Website	kvachev.com
Email	راسيئل@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, unix, docker, grpc, OpenGL ES, D3D11, 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: 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](#))