

Rostyslav Khoptiy

Software Engineer

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[Website](#)
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Education

Faculty of Engineering of the University of Porto (FEUP)
Porto, Portugal.

2015 - 2020 (expected)

Integrated Masters - Informatics and Computing Engineering
Grade Average (so far): 18/20

Work Experience

Research Centre in Real-Time & Embedded Computing Systems (CISTER)
Porto, Portugal

August 2017 - November 2017

Internship - Implemented and tested classic real-time process schedulers on the Linux kernel running on a Raspberry Pi with ARMv6. Project was concluded with the Raspberry controlling various sensors and actuators using the schedulers.

Projects

- **Personal Blog Website:**
A small, mobile friendly, website intended to run a developer's blog, running on Django.
[source code](#)
- **Android Sound Editor Application:**
A Sound Editor/Mixer Android Application written on C# with Xamarin. Developed with a heavy emphasis on code structure and readability (OO design principles).
Google Play Store: [RMixer](#), [Source](#)
- **Android Game Application (School Project):**
A Game application for Android written in collaboration with a colleague. Written with libgdx on java, with a heavy focus on OO principles and Unit Testing (with JUnit and easymock).
Google Play Store: [RJTorcher](#)
- **Mobile Game Application:**
An application written with Kivy on Python with a native physics 'engine' to simulate bullet trajectories affected by gravitational fields.
[source code](#)

Skills

Languages: x86 Assembly, C, C++, Java, Python, C#, SQL, Javascript, PHP, Prolog
Web: HTML, CSS, jQuery, Django, Laravel
Tools: git, svn, SQLite, Postgres, gdb
Mobile Frameworks: Libgdx, Xamarin, Kivy

Languages

English
Portuguese

CEFRL
C2 (very high)
C2

Awards

3rd place in code optimization competition POP16 in FEUP, 2016