

Team Lead - Senior Software Engineer Team Lead - Senior Software Engineer Team Lead - Senior Software Engineer - Luxoft / DXC Seattle, WA * Extensive R&D consulting for defense industry (U.S. DoD) * Lead mission-critical project for major aerospace corporation * Experience in leading cross-functional agile development team * Experience in simulations, physics, geometry, CAD, 3D visualization and interactive applications * Experience implementing solutions in C++, C#, Java, OpenGL and Qt Work Experience Team Lead - Senior Software Engineer Luxoft / DXC 2018 to Present Oversee software architecture and project lifecycle: real-time interactive simulation application (aviation industry) Lead cross-functional agile development team Design and develop mission-critical core components in C++ and C# (avionics) Communicate with clients; mitigate risks Mentor junior developers Advisory Software Engineer IBM - Boston, MA 2016 to 2017 Developed components for real-time interactive 3D immersive application (C++ 11, G-Speak) Developed special effects (VFX) in OpenGL Software Engineer (Adv.) Siemens 2015 to 2016 Developed CAD components in C++. Worked with Parasolid and B-Rep Worked with geometry algorithms and code optimization (C/C++) Worked with JT and Siemens Teamcenter Performed unit testing of mission-critical software. Helped resolve code defects Experience in Test Driven Development (TDD) Lead Software Developer / Consultant Crye Associates - New York, NY 2009 to 2014 Designed and developed C++ simulation application for defense industry (US DoD) Designed and developed Qt-based cross-platform GUI Performed geometric modeling and visualization in OpenGL Developed Monte Carlo simulation and geometric algorithms (mesh processing, ray tracing, etc.) Consultant New York, NY 2007 to 2009 Designed and developed Java-based RIA mobile application Developed client-server network application (Qt, C++) Tools C/C++, C#, Java, Qt, .NET, OpenGL, GPU, Unreal Engine 4, x86 Assembly, WinAPI, WebGL, CGAL, DirectX, HTML5, CSS, JavaScript, Git, Visual Studio Education Master of Science in Physics University of Oregon - Eugene, OR 2005 to 2007 Bachelor of Science in Physics Tbilisi State University - Tbilisi, GE 1999 to 2003 Skills C++ (10+ years), OpenGL (6 years), C# (2 years), Java (1 year), Qt (6 years), WebGL (1 year), GPU (Less than 1 year), Unreal Engine (Less than 1 year) Links <http://www.linkedin.com/in/vladt7> <http://www.AlpinaSoftworks.com>

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