

Contact information

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Summary

A passionate software engineer with 10 years of experience. I enjoy to automate and simplify. Interested in high performance code.

Skills

- **Languages:** C++, C#, Python
- **Technologies:** STL, Boost, Unreal Engine, Unity3d, cocos2d-x, Linux, FreeBSD

Professional Experience

Lead Software Engineer (C++), Adverty (2021 Dec - Present).

1. [AdvertySDK](#)
 - **Used intensively:** C++/Metal/Vulkan/OpenGL
 - **Achievements:**
 - Introduced TDD process to the team.
 - Took leadership in SDK architecture design.
 - Implemented CMake project infrastructure.
 - Designed SDK API.
 - Implemented UnitTest and IntegrationTests infrastructure.
 - Implemented texture rendering from WebView to Metal/Vulkan texture.
 - Actively participated in the code review process and team member's support.
 - Implemented a plugin for Unity3d and Unreal Engine.

Senior Software Engineer (C++), King.com (2020 Apr - 2021 Dec).

1. [Pet Rescue Saga](#)
 - **Used intensively:** C++
 - **Achievements:**
 - Designed new game architecture based on Entity Component System and Data-Oriented principles.
 - Implemented debug tools using the ImGui library
 - Active participation in refactoring initiative.

Senior Software Engineer (C++), Vizor Games (Jun 2019-2020 Apr)

1. [Mahjong Treasure Quest](#)

- **Used intensively:** C++, cocos2d-x
- **Achievements:**
 - Active participation in the development of new UI system based on in-house CSS parser
 - Implemented object transformations (transform/scale/rotate) for new UI system
 - Significantly improved game tools using ImGui library
 - Designed and implemented new Flow Actions System

Senior Software Engineer (C++/C#), Gambino (2015-2019)

1. [Slototron.com](#)

- **Used intensively:** C++, emscripten, javascript
- **Achievements:**
 - Implemented payment system using paypal. With deep integration C++ and Javascript
 - Implemented requests retrying mechanism which is significantly improved client/server connection
 - Optimized game loading time by running HTTP requests in batch
 - Implemented runnable game prototype using C++/emscripten on the Instant Games Platform

2. [Gambino Slots](#)

- **Used intensively:** C#, Xamarin, Dart Language
- **Achievements:**
 - Worked on converter C# to Dart (Based on Roslyn compiler)
 - Reimplemented Dart version of the game from scratch
 - Ported C# in-house game engine on MacOS
 - Integrated scissor OpenGL mechanism into the game
 - Integrated Firebase push messaging system
 - Deep code refactoring. Splitting codebase for specific platforms

Senior Software Engineer (C#), MuGames (2015-2016)

1. [WildRide](#)

- **Used intensively:** C#, Xamarin, Box2D
- **Achievements:**
 - Implemented advertising manager with different AD providers support (vungle, chartboost, unity, etc)
 - Implemented social plugin system to support different social networks

- Implemented facebook social plugin (log-in, sharings, friends)
- Implemented online contests system
- Implemented anti-cheaters mechanism
- Integrated a binary resources format
- Implemented a continuous integration system

2. Viber Rude Rider

- **Used intensively:** C#, Xamarin
- **Achievements:**
 - Implemented Viber social plugin (log-in, sharings, friends)

Software Engineer (C#), Gambino (2015-2015)

1. Gambino Slots

- **Used intensively:** C#, Xamarin, Dart Language
- **Achievements:**
 - Implemented slots infrastructure using Dart Language
 - Implemented reels engine system
 - Implemented cheat system
 - Fixed loading issues on IE/Edge browsers

Software Engineer (C#), Playtika (2013-2015)

1. Caesars Casino

- **Used intensively** C#, Xamarin, Autofac, In-house game engine
- **Achievements:**
 - Implemented a bunch of new slots and mini-games
 - Implemented sound manager
 - Refactored reels engine
 - Implemented server requests stub system
 - Helped to discover and fix a lot of bugs in the game engine (render system, animation system, sound system)

Software Engineer (Python), EPAM Systems Inc (2012-2013)

1. Project Name: Under NDA

- **Description:** Monitoring application for large distributed data storage systems.
- **Used intensively:** python, javascript
- **Achievements:**
 - Implemented a collecting system that aggregates metrics from data storages
 - Covered the data collecting system with unit tests