Alexander Lopatin
Software Engineer

date of birth: 10 June 1990
mobile phone: +7 911 83 66445
e-mail: alopatindev ät gmail.com
linkedin: https://www.linkedin.com/in/AlexanderLopatin
github: https://github.com/alopatindev

1. Skills

- **programming**
  - C, **C++**, Objective-C: Qt, Marmalade (aka AirPlay), internal commercial frameworks and engines experience, **JNI**, basic knowledge of OpenGL ES 2.0
  - Java (**Android**): GUI, networking, parsing, databases, services, multithreading, filesystem, etc.
  - **Python** and UNIX **shell**/**bash**scripting; a little experience with Perl and Lua
  - SQL (base knowledge, relational model database design) as SQLite, MySQL and PostgreSQL
- **favorite** tools
  - **git**, vim, command-line tools, tmux/screen, **ssh**, travis
  - gdb, valgrind, clang/clang++, make/cmake/qmake/sbt
  - Gentoo **GNU/Linux**
- **un**favorite tools: ant/nant, svn/Perforce, Xcode/Visual Studio, Windows
- other: internal commercial tools, gcc/g++, Mac OS X, appveyor, JIRA/DevTrack/Bugzilla/whatever and **tons** more

2. Huge Interest

- GNU/Linux, Free/Libre and Open Source Software development
- Functional Programming (Haskell, **Scala**)
- **Reactive** Programming, **Distributed** Computations, NoSQL

3. Professional experience

Software Engineer II at Electronic Arts (EA)
June 2015—present, Saint Petersburg (Russian Federation)

Software Engineer I at Electronic Arts (EA)
September 2012—May 2015, Saint Petersburg (Russian Federation)

Mobile game apps development: generally porting and debug.
- **SimCity BuildIt**. **Android** and **iOS**: debug, platform-specific features implementation, telemetry events
- **Tetris Blitz**. **Android** and **WP8**: debugging common and platform-specific issues, downloadable content system (APK Expansion Files) improvement, merging branches with large differences. Google Analytics, AdMob/DoubleClick and IMA advertising integration
- **Real Racing 3**. **Android**: debug (GUI, network, memory management, device-specific issues, common bugs). Improved interaction with OS

Junior Software Engineer at SPL
January 2012—August 2012, Velikiy Novgorod (Russian Federation)

Mobile game apps development and porting (iOS, Android, BlackBerry, J2ME, etc.)
- **Phineas and Ferb: Time Travelers**. Debugging and porting to different J2ME devices
- **Panda Blair! iOS**: additional game features development, debug Porting to **Android** and **BlackBerry**

Junior QA Engineer at SPL
September 2011–December 2011, Velikiy Novgorod (Russian Federation)

J2ME-applications manual testing. Internal activity automation with **UNIX shell** and **Python** scripting.

4. Education

- 2005—2009 Multi-disciplinary polytechnic college of Novgorod State University, "Computer and automatic systems Software"

5. Other information

- working in a team experience
- intermediate level of **English** (reading, writing, speaking), Russian is my native language
- business trips experience (Finland)
- new technologies fast learner
- passed a military service in Russian Armed Forces