

Alexander Lopatin

Software Developer

Resume

date of birth: 10 June 1990
mobile phone: +7 911 83 66445
e-mail: sbar.geek at gmail.com
linkedin: <http://tinyurl.com/alexlopatin>
code examples: <https://github.com/sbar>

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.
 - scripting with **Python** (networking, parsing, databases, etc.) and **UNIX shell (bash)**; a little experience with **Perl** and **Lua**
 - SQL (base knowledge, relational model database designing) as SQLite, MySQL and PostgreSQL
- tools
 - vim with command-line tools, Xcode, Visual Studio as IDEs
 - **gcc/g++**, clang/clang++ as compilers
 - debug and analyse tools (gdb, lldb, valgrind, cppcheck, PVS-studio)
 - GNU make, cmake, qmake, apache ant and other as build systems
 - version control with **git**, Perforce, svn or whatever else
 - bugtracking with Jira, Bugzilla, DevTrack, Launchpad, Mantis or whatever else
 - Gentoo **GNU/Linux** certain user and developer; experience with **Mac OS X** and Windows

2. Professional experience

Electronic Arts (EA), Saint Petersburg (Russia)

Since **September, 2012** “Software Engineer I”

Mobile game apps development: generally porting and debugging.

- **Tetris Blitz**
 - **Android**: fixed common bugs, improved downloadable content system (APK Expansion Files), integrated Google Analytics, AdMob/DoubleClick and IMA advertising
 - **WP8**: debugged OS-specific issues, graphics, content download system, GUI logic, other app logic, common bugs. Had merging branches experience with large differences
- **Real Racing 3**
 - **Android**: debugged GUI, network, memory management, Mint3D graphical engine, device-specific issues, common bugs. Improved interaction with OS

SmartPhoneLabs (SPL), Velikiy Novgorod (Russia)

Since **January, 2012** “Junior Software Engineer”

Mobile phone game development and porting (iOS, Android, BlackBerry, J2ME, etc.)

- **Phineas and Ferb: Time Travelers**. Debugged and ported to different J2ME devices
- **Panda Blair!** Developed additional game features (**iOS**), ported to **Android** and **BlackBerry**

Since **September, 2011** “Junior QA Engineer”

Manually tested J2ME-applications.

Automatized internal activity with **UNIX shell** and **Python** scripting.

3. Education

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

4. Other information

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