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.
  - 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 analysis tools (gdb, lldb, valgrind, cppcheck, PVS-studio)
  - GNU make, cmake, qmake, ant, sbt 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

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 debugging.

- **SimCity BuildIt**
  - platform-specific features implementation for **Android** and **iOS**, debugging common and Android-specific issues, keyboard input implementation for Android, telemetry events implementation
- **Tetris Blitz**
  - **Android**: debugging, downloadable content system (APK Expansion Files) improvement, Google Analytics, AdMob/DoubleClick and IMA advertising integration
  - **WP8**: debugging OS-specific issues, graphics, content download system, GUI logic, other app logic, common bugs. Merging branches experience with large differences
- **Real Racing 3**
  - **Android**: debugging 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!** Additional game features development (**iOS**), 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.

3. Education

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

4. Other information

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