ALEXANDER LOPATIN

SOFTWARE ENGINEER

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SUMMARY

- **4 years** of Software Engineering experience in mobile Game Development industry
- interest in **low-level problems** (Memory, Performance, Concurrency, OS/Hardware-specific, etc.)
- interest in **Software Design** principles (FP, OOP, Event-Driven, etc.)
- strong positive opinion about **Free/Libre and Open Source** Software Development

SKILLS

- **Programming**
  C, **C++**, Objective-C, **Scala**, Java, **Python** and UNIX **shell/bash** scripting;
  familiar with Perl, Lua, JavaScript/ECMAScript, Haskell and **Rust**

- **Libraries, Frameworks and Platforms**
  GNU/Linux, Android, iOS, **Qt**, Marmalade, JNI, SQLite, internal commercial frameworks and engines,
  third-party proprietary libraries, limited experience with OpenGL ES

- **Tools**
  vim/Xcode/Visual Studio, **git**/svn/Perforce, zsh + command-line tools, **Travis CI**/Appveyor,
  tmux/screen, **gdb**/lldb, valgrind, make/cmake/qmake/sbt/ant/nant, **Gentoo** GNU/Linux,
  GitHub/JIRA/Bugzilla/etc., internal commercial tools, own **tools development**, limited experience
  with **Jupyter** Notebook, LaTeX and more

PROFESSIONAL EXPERIENCE

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

Software Engineer I at Electronic Arts (EA Games)
September 2012—May 2015, Saint Petersburg (Russian Federation)
  Mobile game apps development: generally porting and debugging
- **SimCity BuildIt**. **Android** and **iOS**: debug, telemetry events, platform-specific features implementation,
downloadable content system improvement, Supersonic video ads integration
- **Tetris Blitz**. **Android** and **WP8**: common and platform-specific issues debug, downloadable content
system improvement, merging branches with large differences; integration of Google Analytics,
AdMob/DoubleClick and IMA advertising
- **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, Veliky Novgorod (Russian Federation)
Mobile game apps development and porting
- **Phineas and Ferb: Time Travelers**. **J2ME**: debugging and porting to different devices
- **Panda Blair!** **iOS**: additional game features development, debug, porting to **Android** and **BlackBerry**

Junior QA Engineer at SPL
September 2011–December 2011, Veliky Novgorod (Russian Federation)
- J2ME-applications manual testing
- internal activity automation with **UNIX shell** and **Python** scripting

EDUCATION

- 2015 "Principles of Reactive Programming", École Polytechnique Fédérale de Lausanne on Coursera
- 2005—2009 "Computer and Automatic Systems Software", Polytechnic College of Novgorod State University

OTHER INFORMATION

- written and verbal **communication skills** (English and Russian)
- **business trips** experience (Finland)
- **transparent** collaboration, **Scrum** methodology
- always open to new technologies, active **video courses** learner (Coursera, Stepic.org, etc.)