Alexander Lopatin
Software Engineer
Resume

date of birth: 10 June 1990
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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, 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 (Russian Federation)
Software Engineer II since June, 2015
Software Engineer I since September, 2012

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

SPL, Velikiy Novgorod (Russian Federation)
Junior Software Engineer since January, 2012
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 since September, 2011
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