Alexander Lopatin Sergeevich
Software Developer
Resume/CV

birthday: 10 June 1990

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code examples: https://github.com/sbar

1. Skills

- **mobile platforms:** Android, iOS
    native C and **C++**
    OOP, basic design patterns, templates, **Qt** and **Marmalade** (aka **AirPlay**) frameworks, basic knowledge of OpenGL ES 2.0, **JNI**
    use of debug and analyse tools (gdb, valgrind, cppcheck, PVS-studio), Visual Studio
    compilers: **gcc/g++**, clang/clang++
    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 (very base knowledge, relational model database designing) as SQLite, MySQL and PostgreSQL
- GNU Make, CMake, Ant as build systems
- version control with **git**, Perforce, svn or whatever else and bugtracking with Jira, Bugzilla, Launchpad, Mantis or whatever else

2. Professional experience

Electronic Arts (EA), Saint Petersburg (Russia)
Since **September, 2012** "Sofware Engineer I"
Porting mobile game apps.

- **Tetris Blitz**. **Windows Phone 8**: debugging OS-specific issues, graphics, content download system, GUI logic, other app logic, common bugs, merging branches with large differences. **Android**: fixing common bugs, improving downloadable content system.
- **Real Racing 3**. **Android**: bug fixing (GUI, network, memory management, Mint3D graphical engine, device-specific, etc.), iteraction with OS via JNI, etc.

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**. Porting to different J2ME devices.
- **Panda Blair!** Developing additional game features (**iOS**), porting to **Android** and **BlackBerry**.

Since **September, 2011** "Junior QA Engineer"
Manual testing of J2ME-applications.
Internal activity automatization 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

Understanding and editing of foreign source code skill.
Intermediate level of **English** (enough to read/write any documentation and communicate with people); Russian is my native language.
Gentoo **GNU/Linux** certain user and developer. Vim, tmux and related software.
Fast learner of new technologies. I've passed military service in Russian Armed Forces. I don't smoke.