

ALEXANDER LOPATIN

SOFTWARE ENGINEER

🐙 github.com/alopatinddev • [in linkedin.com/in/AlexanderLopatin](https://www.linkedin.com/in/AlexanderLopatin) • ✉ alopatinddev@gmail.com • ☎ +7 911 83 66445

SUMMARY

- 4+ years of Software Engineering experience in mobile Game Development industry
- **low-level problems** skills (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

- intermediate: C, C++, Objective-C, Java, **Scala**, **Python** and UNIX shell/**bash** scripting
- beginner: **JavaScript**/ECMAScript, **Rust** and Haskell

Platforms, Frameworks, Libraries

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

Tools

vim, **git**, zsh + command-line tools, **Travis CI**/Appveyor, tmux/screen, **gdb**/lldb, valgrind, make/cmake/qmake/etc., **GitHub**/JIRA/Bugzilla/etc., internal commercial tools, own **tools development**, familiar with **Jupyter** Notebook, **LaTeX** and more

PROFESSIONAL EXPERIENCE

Software Engineer II at **Electronic Arts (EA Games)**

June 2015—present, Saint Petersburg (Russian Federation)

- Continued working on **SimCity BuildIt** project

Software Engineer I at **Electronic Arts (EA Games)**

September 2012—May 2015, Saint Petersburg (Russian Federation)

- **SimCity BuildIt (Android/Amazon, iOS)**: debugging; platform-specific features, downloading system and telemetry events implementation; third-party video ads and notifications service integration
- **Tetris Blitz (Android/Amazon, WP8)**: debugged common and platform-specific issues, improved downloading system, integrated third-party ads and telemetry services
- **Real Racing 3 (Android/Amazon)**: debugged (GUI, networking, memory management, device-specific and common bugs), improved interaction with OS

Junior Software Engineer at **SPL (SmartPhone Labs)**

January 2012—August 2012, Veliky Novgorod (Russian Federation)

- **Phineas and Ferb: Time Travelers (J2ME)**: debugged and ported to various devices
- **Panda Blair! (iOS, Android, BlackBerry)**: debugged, ported, developed additional game features

Junior QA Engineer at **SPL (SmartPhone Labs)**

September 2011—December 2011, Veliky Novgorod (Russian Federation)

- automated internal activity with **UNIX shell** and **Python** scripting
- manually tested J2ME-applications

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 experience
- always open to new technologies, active **video courses** learner (Coursera, Stepic.org, etc.)
- volunteer **mentoring** (C++, GNU/Linux, common programming advices, testing basics)
- certain **Gentoo** GNU/Linux administration skills