ALEXANDER LOPATIN

SOFTWARE ENGINEER

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FOCUSED ON

- GNU/**Linux** Operating System: **Client** and Server side Software Development
- Free/Libre and **Open Source** Software Development
- **Functional** Programming (Scala, Haskell)
- Concurrency/**Multithreading**/Parallel/**Distributed** Computations
- **Reactive** Programming

SKILLS

- **Programming**

  C, **C++**, Objective-C, **Scala**, Java, **Python** and **shell**/**bash** scripting, a little experience with Perl and Lua

- **Libraries/Frameworks and Platforms**

  GNU/**Linux**, Android/iOS, **Qt**, basic knowledge of OpenGL ES 2.0, Marmalade/AirPlay, internal commercial frameworks and engines, third-party proprietary libraries

- **Tools**

  vim/Xcode/Visual Studio, **git**/svn/Perforce, coreutils/grep/etc., travis/appveyor, tmux/screen, gcc/g++, clang/clang++, **gdb**/lldb, valgrind, make/cmake/qmake/sbt/ant/nant, **Gentoo** GNU/Linux, internal commercial tools, JIRA/DevTrack/Bugzilla/whatever, LaTeX, and **tons** more

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**. **Android** and **iOS**: debug, platform-specific features implementation, telemetry events
- **Tetris Blitz**. **Android** and **WP8**: common and platform-specific issues debug, downloadable content system (APK Expansion Files) improvement, merging branches with large differences. Google Analytics, AdMob/DoubleClick and IMA advertising integration
- **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, 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! iOS**: additional game features development, debug, 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

EDUCATION

- 2005—2009 Polytechnic College of Novgorod State University, "Computer and Automatic Systems Software"

OTHER INFORMATION

- transparent collaboration
- written and verbal communication skills (English and Russian)
- business trips experience (Finland)
- new technologies fast learner, always **open to new** things, excited about video courses (Coursera, edX, etc.)