

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, zsh + coreutils/sed/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, **L^AT_EX**, 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 INFO

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