

ALEXANDER LOPATIN

SOFTWARE ENGINEER

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SUMMARY

- **4.5+ years** of Software Engineering experience in Game Development industry
- various technical interests (Software Design, **Distributed Computing**, Mobile, **Backend**)
- willing to use my skills in **Highly Scalable Backend** Development

SKILLS

Languages

- intermediate: C, C++, **Scala**, Java, Python, shell/bash
- beginner: **JavaScript**, Rust, Haskell

Technologies

- PostgreSQL, **Apache Spark**, Play Framework, **Docker**, Jupyter, git and more
- solid GNU/Linux administration skills (Gentoo, Ubuntu)
- familiarity with Node.js, Apache Cassandra

PROFESSIONAL EXPERIENCE

Currently working on non-profit projects only

July 2016—present, Saint Petersburg (Russian Federation)

- Working on **personal projects**
- Providing **mentoring** to novice developers (Languages, GNU/Linux, Web Development, Testing)

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

June 2015—July 2016, Saint Petersburg (Russian Federation)

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

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

- **SimCity BuildIt (Android/Amazon, iOS)**: implemented platform-specific features, downloading system and telemetry events; integrated third-party video ads and notifications service; improved stability
- **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 issues), 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

- 2016—2017 **Various Video Courses (Big Data Analysis, Databases, etc.)**
- 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

- certain written and verbal English **communication skills**
- **transparent** collaboration, **Scrum** methodology experience
- **business trips** experience (Finland)