

# ALEXANDER LOPATIN

## SOFTWARE ENGINEER

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

### FOCUSED ON

- GNU/**Linux** Operating System: **Client** and Server side Software Development
- Free/Libre and **Open Source** Software Development
- Concurrency, Parallelism, **Multithreading**, Distributed Computations, MapReduce, **Reactive** Programming
- Object-Oriented and **Functional** Programming

### SKILLS

- **Programming**  
C, C++, Objective-C, **Scala**, Java, **Python** and UNIX **shell/bash** scripting; a little experience with Perl, Lua and Haskell
- **Libraries, Frameworks and Platforms**  
**GNU/Linux**, Android/iOS, **Qt**, Marmalade, basic knowledge of OpenGL ES, JNI, SQLite, internal commercial frameworks and engines, third-party proprietary libraries
- **Tools**  
**vim**/Xcode/Visual Studio, **git**/svn/Perforce, zsh+coreutils/sed/grep/wget/imagemagick/etc., Travis CI/Appveyor, tmux/screen, ssh, inotifywait, gcc/g++, clang/clang++, **gdb**/lldb, valgrind, make/cmake/qmake/sbt/ant/nant, **Gentoo** GNU/Linux, GitHub/JIRA/Bugzilla/etc., internal commercial tools, a little experience with IPython Notebook/**Jupyter**, own **tools development**, **LaTeX** and 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, Veliky Novgorod (Russian Federation)

Mobile game apps development and porting (iOS, Android, BlackBerry, J2ME)

- **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, Veliky Novgorod (Russian Federation)

- J2ME-applications manual testing
- internal activity automation with **UNIX shell** and **Python** scripting

### 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**
- **business trips** experience (Finland)
- **transparent** collaboration, **Scrum** methodology
- always open to new technologies, active **video courses** learner (Coursera, edX, etc.)