

Alexander Lopatin

Software Engineer

date of birth: 10 June 1990

mobile phone: +7 911 83 66445

e-mail: alopatindev at gmail.com

linkedin: <https://www.linkedin.com/in/AlexanderLopatin>

github: <https://github.com/alopatindev>

1. Skills

- **programming**
 - C, C++, Objective-C: Qt, Marmalade (aka AirPlay), internal commercial frameworks and engines experience, **JNI**, basic knowledge of OpenGL ES 2.0
 - Java (**Android**): GUI, networking, parsing, databases, services, multithreading, filesystem, etc.
 - **Python** and UNIX **shell/bash** scripting; a little experience with Perl and Lua
 - SQL (base knowledge, relational model database design) as SQLite, MySQL and PostgreSQL
- **favorite tools**: vim, **git**, GNU **coreutils** and other command-line tools, tmux/screen, **ssh**, travis, clang/clang++, gdb/lldb, valgrind, make/cmake/qmake/sbt, **Gentoo GNU/Linux**, **L^AT_EX**
- **non-favorite tools**: ant/nant, svn/Perforce, Xcode/Visual Studio, Windows
- **other**: internal commercial tools, appveyor, gcc/g++, OS X, JIRA/DevTrack/Bugzilla/whatever and **tons** more

2. Huge Interest

- GNU/Linux
- Free/Libre and Open Source Software development
- Functional Programming (Haskell, **Scala**)
- Concurrency/**Multithreading**/Parallel/**Distributed** Computations
- **Reactive** Programming
- NoSQL

3. 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

4. Education

- 2005—2009 Polytechnic College of Novgorod State University, “Computer and automatic systems Software”

5. Other information

- working in a team experience
- intermediate level of **English** (reading, writing, speaking), Russian is my native language
- business trips experience (Finland)
- new technologies fast learner
- passed a military service in Russian Armed Forces