ALEXANDER LOPATIN

SOFTWARE ENGINEER

 GitHub •   Blog •   LinkedIn •   alopatindev ät gmail.com

SUMMARY

- **4.5+ years** of industry Software Engineering experience
- looking for Software Development Opportunities with a focus on Free/Libre and Open Source Software
- interest
  - GNU/**Linux** (both Client and Server)
  - **Software Design** principles (FP, OOP, Event-Driven, etc.)
  - **Web** Technologies (mostly Back-end)

SKILLS

Programming
- intermediate: C, **C++**, Objective-C, **Scala**, Java, **Python**, UNIX shell/**bash**
- beginner: **JavaScript**/ECMAScript, CoffeeScript, **Rust** and Haskell

Tools and Technologies
neovim, **git**, zsh + command-line tools, **Travis CI**/Appveyor, ssh, tmux/screen, **gdb**/lldb, valgrind, LaTeX, make/cargo/sbt/etc., **GitHub**/JIRA/etc., **Jupyter** Notebook, own **tools development**, Qt, JNI, SQLite, limited experience with OpenGL and more

PROFESSIONAL EXPERIENCE

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 Various MOOC / video courses (Concurrency, OOP, FP, Algorithms, Math, 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

- written and verbal **communication skills** (English and Russian)
- **transparent** collaboration, **Scrum** methodology experience
- volunteer **mentoring** (C++, GNU/Linux, common programming advising, testing basics)
- **business trips** experience (Finland)
- always open to new technologies, active **video courses** learner (Coursera, MIT OCW, Stepik, etc.)
- certain **Gentoo** GNU/Linux administration skills