

ALEXANDER LOPATIN

SOFTWARE ENGINEER

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SUMMARY

- **4+ years** of Software Engineering experience in mobile Game Development industry
- looking for Free/Libre and **Open Source** Software Development Opportunities
- interest
 - GNU/**Linux** Client Side **Software** Development
 - **Low-level** problems (Memory, Performance, Concurrency, OS-specific, etc.)
 - **Software Design** principles (FP, OOP, Event-Driven, etc.)
 - **Web** Technologies (both Front-end and Back-end)

SKILLS

Programming

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

Technologies

Qt, JNI, SQLite, udev, ReactiveX, limited experience with OpenGL and more

Tools

vim, **git**, zsh + command-line tools, **Travis CI**/Appveyor, ssh, tmux/screen, **gdb**/lldb, valgrind, make/qmake/sbt/etc., **GitHub**/JIRA/etc., **Jupyter** Notebook, own **tools development**, **L^AT_EX** and more

PROFESSIONAL EXPERIENCE

Software Engineer II at [Electronic Arts \(EA Games\)](#)

June 2015—present, 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)**: debugging; platform-specific features, downloading system and telemetry events implementation; third-party video ads and notifications service integration
- **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 bugs), 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

- 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)
- **business trips** experience (Finland)
- **transparent** collaboration, **Scrum** methodology experience
- always open to new technologies, active **video courses** learner (Coursera, Stepic.org, etc.)
- volunteer **mentoring** (C++, GNU/Linux, common programming advices, testing basics)
- certain **Gentoo** GNU/Linux administration skills