

ALEXANDER LOPATIN

SOFTWARE ENGINEER

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FOCUSED ON

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

SKILLS

- **Programming**
C, C++, Objective-C, **Scala**, Java, **Python** and UNIX **shell/bash** scripting; familiar with Perl, Lua, Haskell and
- **Libraries, Frameworks and Platforms**
GNU/Linux, Android/iOS, **Qt**, Marmalade, JNI, SQLite, internal commercial frameworks and engines, third-party proprietary libraries, limited experience with OpenGL ES
- **Tools**
vim/Xcode/Visual Studio, **git**/svn/Perforce, zsh + command-line tools, **Travis CI**/Appveyor, tmux/screen, **gdb**/lldb, valgrind, make/cmake/qmake/sbt/ant/nant, **Gentoo** GNU/Linux, **GitHub**/JIRA/Bugzilla/etc., internal commercial tools, own **tools development**, limited experience with IPython Notebook/**Jupyter**, **L^AT_EX** 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, telemetry events, platform-specific features implementation, downloadable content system improvement, Supersonic video ads integration
- **Tetris Blitz. Android** and **WP8**: common and platform-specific issues debug, downloadable content system improvement, merging branches with large differences; integration of Google Analytics, AdMob/DoubleClick and IMA advertising
- **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

- **Phineas and Ferb: Time Travelers. J2ME**: debugging and porting to different 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** (English and Russian)
- **business trips** experience (Finland)
- **transparent** collaboration, **Scrum** methodology
- always open to new technologies, active **video courses** learner (Coursera, edX, etc.)