Serge Ziryukin

+37529-1822764
ftrvxmtrx@gmail.com
github.com/ftrvxmtrx

Education

2003–2008 **B.S.**, *Belarusian State University of Informatics and Radioelectronics*, Minsk, *Computers, Systems and Networks*.

BS thesis

title *Microkernel operating system based on L4 specification.*

supervisors Glecevich I.I.

description Two main types of kernels (monolithic and μ) are described and compared, showing μ-kernel drawbacks and benefits. L4-based μ-kernel implementation for x86 and MIPS is provided, its loading/execution process and APIs are described.

Most used tools for development

Languages	C, OCaml, Shell, C++, ObjC, Lua
Op. systems	Arch Linux, FreeBSD, Mac OS X
Documentation	Doxygen, ocamldoc, LaTeX
Build systems	CMake, GNU Make, qmake
SCM	Git, Mercurial, SVN
IDE	Emacs, XCode
WM	xmonad

Languages

English **Intermediate+**

Experience

Vocational

2010– **Software Engineer**, *Synesis*, Minsk.
Middleware for NEC devboard.

- In-kernel RTP/RTCP media support.

2010 **Software Engineer**, *Synesis*, Minsk.
Porting DVB-T software to NEC devboard.

- Porting U-Boot to the devboard;
- Porting Linux to the devboard;
- Porting DVB-T software and platform-specific bugfixing;
- Minimizing and putting the whole firmware into 8Mb flash device;
- CMake build system.

2008–2010 **Software Engineer**, *Synesis*, Minsk.
iPhone game development.

- Porting existing games to the iPhone platform.

2008 **Software Engineer**, *Synesis*, Minsk.
OpenGLES-based UI tech demo for Freescale i.MX31 PDK.

- The tech demo.

2008 **Software Engineer**, *Synesis*, Minsk.
Porting previous project to Fujitsu board.

- Cross-compiler toolchain;
- Providing a way to run and test the software;
- Adding Fujitsu board support to middleware.

2008 **Software Engineer**, *Synesis*, Minsk.
DVB-T set-top box cross-platform software for three different boards.

- Cross-platform middleware API design and implementation;
- TI-DM64446 specific middleware implementation;
- Build system.

2007–2008 **Software Engineer**, *Synesis*, Minsk.
DVB-S set-top box (ST7109) software.

- Tests in Python;
- Extending automatic testing framework;
- Bug fixing;
- Screens;
- Automatic software update functionality and tools.

Miscellaneous

2010– **Sole developer**.
QuakeC bytecode to native code library compiler.
`https://github.com/ftrvxmtrx/qc2lib`

2010– **Sole developer**.
Single cross-platform Quake I/II/III game engine.
https://github.com/ftrvxmtrx/metaquake

2010 **Sole developer**.
Tool for finding unnecessary include directives.
https://github.com/ftrvxmtrx/inclean

2010 **Sole developer**.
2D puzzle for Maemo-based Nokia N900.
http://maemo.org/downloads/product/Maemo5/colorflood

2009 **Sole developer**.
Flac/Ape/Wavepack + cue sheet into tracks splitter.
http://split2flac.googlecode.com

2009 **Sole developer**.
Open-source 2D game engine.
https://github.com/ftrvxmtrx/erszebet

- Lua for game code;
- Chipmunk for physics;
- Linux, FreeBSD, Mac OS X and iPhone support.

2005–2006 **Sole developer**.
Client-side QuakeC implementation for Darkplaces game engine.

2005–2006 **Sole developer**.
TomazQuake derived game engine with a lot of additional features.

2004–2005 **Sole developer, mapper, modeller**.
Quake UT-like game mod.

Interests

Programming http://github.com/ftrvxmtrx
http://ohloh.net/accounts/ftrvxmtrx

Problems http://projecteuler.net/profile/ftrvxmtrx.png
http://spoj.pl/users/ftrvxmtrx

Photography http://picasaweb.google.com/ftrvxmtrx

Music http://last.fm/user/i515i

Games Quake I/II/III, UT99, Scrabble, Warcraft II, etc