Serge Ziryukin

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☞ *github.com/ftrvxmtrx*

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.

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`
	o Lua for game code;
	o Chipmunk for physics;
	o 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.

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.

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