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📁 github.com/ftvxmtrx



Most used tools for development

Languages	C, OCaml, Shell, C++, ObjC, Lua
Op. systems	Arch Linux, FreeBSD, Mac OS X
Documentation	Doxygen, ocamldoc, L ^A T _E X
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.
OpenGL-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.

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 Gleceвич 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