Mobile: +43 660 259 1170 (Telegram, Viber, WhatsApp) | +38 068 761 9525;   e-mail: ayaromenok@gmail.com;   skype: ayaromenok
Address: Marktsiedlung 19/10, 2454 Trautmannsdorf an der Leitha, Austria | Dragomanov 3\23,02068 Kiev, Ukraine

Updated: 2019

CURRICULUM VITAE

Dipl. Eng. Andrey YAROMENOK

Personal data

Date of birth	02 August 1977
Place of birth	Kiev, Ukraine
Citizenship	Ukrainian
Language proficiency	English (fluent), German (basic), Russian (mother tongue), Ukrainian (fluent)
Marital status	Single
Opportunity of business trips	Flexible

Education

09/1994 - 02/2000	Diploma of *Engineer* National Technical University of Ukraine Faculty of Aircraft and Space Systems, Department of Experimental Research Automation	Kiev, UA
09/1994 - 06/1998	Diploma of *Bachelor* National Technical University of Ukraine Faculty of Aircraft and Space Systems, Department of Experimental Research Automation	Kiev, UA

Experience

11/2011 - current	Software development,, private entrepreneur	areas:	- Qt5/QML, Computer Graphics/OpenGL/Vulkan; - Image Processing (OpenCV\ImageMagick); - C++ development, High-Performance Computing/OpenCL/OpenGL/Vulkan Compute;; - Cross-platform development(PC/Mac, Mobile: Android, Blackberry, iOS, RaspberryPi, Nvidia Jetson); - DNN (Keras, CuDNN, OpenCV/dnn);	Kiev, UA
09/2010 - 09/2011	Own project Tech.Lead, private entrepreneur	prj: resp:	- high-portable game engine for mobile (meego/android) & desktop(lin/win/mac) - C++/Qt4/opengl/doxygen - investigation of cross-platform engine - base architecture & doc - research code - test code	Kiev, UA
09/2008 - 09/2010	Metaversum Roll-out Manager Head of QA dept.	prj: resp:	- virtual worlds, including Berlin, London, Singapore, NY, etc. - complex client(C++/Python/Flash)-server(C++/Ruby/PHP/DB) application - complete deployment process (RCS, team management, tests, installer, etc) - QA (automated tools evaluation, concept development). Head of QA department - client side technical analyse, including performance and stability - code review (C/C++, particularly Python)	Kiev, UA
10/2005 - 10/2007	Softline/Volia SW Manager/Tech.Lead	prj: resp:	- real-time(VR) and off-line projects for EON Reality (JS, Cg, C++, Shake) - stereoscopic project for Softline/UA (C++/OSG) - organize Softline 3D department from scratch - technical/process infrastructure - client communication, managing process - technical investigation/decision. - complete pipeline for real-time & off-line graphics	Kiev, UA

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01/2004 - 02/2005	Diosoft Ltd
	Software developer/3D Graphic.
		prj:
		
		resp:
			- game Pirates of the XXI century
			- C/C++/OSG
			- research and development of game engine
			  - pipeline for designers (maya/batch)
			  - RCS setup for developers
			  - documentation
				Kiev, UA

09/2002 - 06/2003	Artabel SA Software developer / team lead	prj: resp:	- scalable(cluster-based) OpenGL graphic architecture - C/Linux kernel/OpenInventor/ - ASGA ver. 3 - development, technical support - ASGA ver. 4 - research and development	Orsay, FR
09/2000 - 09/2002	FHHN - VVL Software developer	prj: resp:	- Virtual laboratory (remote education for Baden-Wuertterberg Ministeries of Education) - Java/C/GPGPU - Image processing algorithm (Java/C) - algorithm improvement - performance investigation	Heilbroon DE
10/1996 - 06 1999	Maestro Ltd		- 3d modelling - basic 3d programming, including VRML worlds	Kiev, UA

Knowledge

General

process	General software development (waterfall, scrum, kanban) Computer graphic software development (PC, cross-platform, embedded/game console) Computer graphic content development Pipeline (for real-time and off-line graphics) Performance optimization pipeline (target hardware, cross-platform) Software quality assurance (as test developer and release manager)

Software

general	Windows, Unix(Linux, IRIX, Android), OSX, DOS, OS/2
language	C/C++, assembler (x86+SIMD/amd64, 56K, MIPS, PPC/Cell), Cg/HLSL/GLSL
compiler	GNU gcc, Intel, CLang
tools	DDD/GDB, AMD Code Analyst, OProfile, MS Pix, NVidia PerfHud, VmWare, git
game engine	Monstrator (Diosoft/Pirates XXI), X-ray (GSC/Stalker), Gamebryo (Emergent)
API	OpenGL, Qt5, ImageMagick, OpenCL, Vulkan
2D/3D	Gimp, Maya
docs	doxygen, confluence
QA	vncrobot, Test Complete, Jira, Bamboo

Hardware

general	PC/Mac, SGI, Blackberry Playbook, different Android, RaspberryPI/similar, Arduino
specific	Graphic hardware: Nvidia, ATI (AMD), SGI Analog frame-grabber: IDS (Piranha/Falcon),microscope: Carl Zeiss Axiotron

additional information can be provided on request