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Updated: 2019.02

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; - Digital Image Processing (OpenCV\ImageMagick); - C++ development, High-Performance Computing/OpenCL,; - Cross-platform development(PC/Mac, Mobile: Android, Blackberry, iOS);	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
01/2004 - 02/2005	Diosoft Ltd Software	prj:	- game Pirates of the XXI century - C/C++/OSG	Kiev, UA

CV / Andrey Yaromenok

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	developer/3D Graphic.	resp:	- research and development of game engine
			  - pipeline for designers (maya/batch)
			  - RCS setup for developers
			  - documentation	

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