Boris Smus

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Objective

To obtain a challenging software development position that would allow me to contribute to an exciting project.

Highlights of Qualifications

Personal Traits:	Self motivated, Team player, Fast learner
Natural Languages:	Fluent English and Russian, Some French and Hebrew
Languages:	C, C++, C#, Obj-C, Java, JavaScript, Python, Bash
Technologies:	XML, J2ME, Cocoa, .NET, OpenGL, SVG
Operating Systems:	Linux, OS X, Solaris, Windows
Networking:	DNS, DHCP, SSH, FTP, NFS, MS Exchange

Professional Experience

Programmer, Apple Computer, Vancouver BC   May - Aug 2006
- Developed new features for software in the iLife application suite
- Prototyped demo applications using cutting edge web technologies
- Integrated a unit testing framework into iWeb

Programmer, Research In Motion Ltd, Mississauga, ON   May - Aug 2005
- Designed and implemented a Media Engine test framework in Python
- Created sample SVG content for performance tuning and GIS applications
- Contributed to the development of an embedded SVG rendering engine using J2ME

Programmer, Custom House, Vancouver, BC   May - Aug 2004
- Worked well in a team, developing a three-tier system written in .NET
- Automated customer file format generation through a GUI written in C#
- Learned and applied good software engineering techniques

Programmer, SchemaSoft, Vancouver, BC   Jan - May 2004
- Developed .NET applications to facilitate creation of file format converters
- Implemented a subset of the SVG DOM in C++
- Wrote and integrated an XML editor into a file format development studio

System Administrator, SchemaSoft, Vancouver, BC   Jun - Jul 2003
- Provided all software installs, networking setup and technical support for an international conference: SVGOpen 2003
- Ensured proper functioning of SchemaSoft's network infrastructure
- Managed source control in CVS and VSS repositories

Web Designer, Gryphon Art Gallery, Harrison, BC   Jul 1999 - Feb 2002
- Created and maintained an online art gallery for two aspiring artists
- Scanned and prepared works for online publishing using Photoshop

Relevant Projects	**Programmer,** Computer Graphics Dec 2003 - Dec 2005

Relevant Projects

Programmer, Computer Graphics   Dec 2003 - Dec 2005
- Developed several small games for Linux using the SDL/OpenGL platform
- Excelled in computer graphics assignments, including inverse kinematics solver and rigid body simulation

Programmer, Web Development   Sep 2001 - Aug 2004
- Created a web site for "Philharmonia Chamber Ensemble"
- Used XHTML, CSS, server side scripting using Apache and mod_python
- Designed concert programmes using Open Office and LaTeX

System Administrator, Home Network   Mar 1997 - Current
- Configured and installed various flavors of Linux and BSD
- Administered all services on z3.ca, including Bind, Apache, SVN, etc
- Assembled x86 and amd64 machines from individual hardware components

Designer, Robotics Projects   Mar 2001 - Current
- Efficient card dealer distributed cards to up to eight players
- Mobile rover explored its surroundings and visualized it in a map
- Drink mixer and layered precise volumes of liquids

Education

University of British Columbia   Year 4, Combined CS/Math Honours
- Introduction to Software Engineering - 90%
- Software Development Laboratory - 90%
- Introduction to Probability - 88%

GPA: 81% Expected graduation: May 2007

Interests

Good books, music performance, running, skiing, windsurfing, paper folding

References

Available upon request