Mikhail Naumov

mikhail_naumov@yahoo.com

SOFTWARE DEVELOPER

Profile	• Master's degree in Computer Science • Over 9 years of professional programming experience. • Strong analytical abilities. • Excellent interpersonal and communication skills.
Technical Skills	**Languages:** C#, C/C+, Java, AS3 (Flash 11), Objective C **Graphics:** DirectX, OpenGL, Stage3D **Software & Technologies** • Database: SQL, MongoDB • Platforms: Microsoft Windows, Linux, Mac/iOS • Software: Microsoft Visual Studio, Eclipse IDE, NetBeans IDE, Adobe Photoshop, Adobe Illustrator, 3DS MAX, FlashBuilder, Unity, XCode • Other: OO Design, GUI Design, Documentation, Testing, Performance Optimization, Algorithms, Source Management Tools

Employment	***Disney Interactive Media Group,*** *Solana Beach, CA*	*2011 - 2013*
	Tools Client Engineer • Porting game engine client to Flash 11 Stage3D. • Extending game engine for 3D support. • Performance optimization & code refactoring. • Game tools support for Club Penguin team (Flash and iOS)	
	ForgeFX, *Remote*	*2011 - 2012*
	Software Engineer • Developed 3D training simulation software for industrial projects. (XNA) • Extended Sunburn graphics engine to accommodate for custom features.	
	Freelance Game Developer	*2009 - Present*
	• "37 Days to Die" - dual-stick shooter, released on XBOX Live Indie Games Market. (2012) (XNA)	
	Physics Optics Corporation, *Torrance CA*	*2004-2011*
	Software Engineer (part-time) • Provided software support for research projects, such as automation of data acquisition, processing, storage, and presentation. Implementation of hardware and driver control interfaces. Built software for image processing, NI-DAQ devices, GIS, GPS devices, motors, actuators, image sensors, laser systems, interferometers, and photo detectors.	
	Luminit, *Torrance CA*	*2006 - 2008*
	Software Engineer (part-time) • Developed control software for diffuser printing machines and measurement of diffuser parameters. Designed and built setup and developed automation software for diffuser testing.	
Education	***California State University Long Beach,*** *CA*	*2005 - 2014*
	Master's degree in Computer Science, May 2014	

Samples of work available upon request