



ABOUT ME

Highly skilled and motivated Senior Software Developer specialized in programming and development, seeking full-time, part-time, or project-based remote opportunities. With expertise in a broad range of programming languages and technologies and a primary focus on C++ (13 years) and C# (6 years), I bring versatility, depth, and years of experience to the table. I am available for immediate start and open to travel anytime to work.

EDUCATION

ENGINEER DEGREE IN SOFTWARE DEVELOPMENT

State Social University(MGSU/RGSU) Institute of Information Technology / 2010

LANGUAGES

ENGLISH

JAPANESE

RUSSIAN

LINKS

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REFERENCE

JASON GRAD CEO  
Massive Inc  
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KONSTANTIN KIFISHIN

LEAD SOFTWARE DEVELOPER/GPU ARCHITECT

Any for remote work

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SKILLS

C++	C#
FINANCE(STOCKS/CRYPTO/INDICATORS/EA)	MULTITHREADING
NETWORK/SOCKETS	BIOMETRIC AUTH
IMAGE RECOGNITION/PROCESSING	PYTHON
RUST	REST/WEB
GPU(CUDA/OPENCL) OPTIMIZATION/DEVELOPMENT	MOBILE DEV(XAMARIN/NATIVE): IOS/ANDROID
DATABASES: NOSQL,MSSQL/MYSQL,ORACLE	AI: LLAMA2,PATHFINDING,DECISION MAKING
GUI: QT/WXWIDGETS/WINFORMS,IMGUI,CEGUI	GRAPHICS: OPENGL/DIRECT3D/VULKAN

WORK EXPERIENCE

EXTERNAL PROJECT  
Jan 2018 - Nov 2023

Software developer[Finance]

Developed a specialized financial software that seamlessly downloads historical data spanning 10 years from InteractiveBrokers and KuCoin, encompassing stocks, futures, and cryptocurrencies like BTC,ETH and others.

The software skillfully generates the Heiken Ashi indicator from this data, followed by the creation of Renko bars, supporting three distinct types of Renko with adjustable retention.

It proficiently calculates and estimates profit/loss and various financial ratios, aiding in strategizing simple yet effective trading methodologies.

Additionally, the software is equipped with features for rating investments, fetching detailed information about companies, including upcoming dividend dates, and spotlighting notable companies based on the data analyzed.

It also streamlines the process of adding or removing companies from the user's investment portfolio.

MASSIVE INC  
Jan 2020 - Oct 2023

Lead software developer[Crypto/web3]

Adblock System Development: Created a robust adblock system functioning as a DNS server, enhancing network security and ad filtering efficiency.

Cryptocurrency Mining Load Balancer: Engineered a specialized load balancer for crypto-mining, optimizing resource usage to 40%, evading antivirus detection, and minimizing impact on user resources.

Module System & Residential Proxy Client: Developed a self-updating module system for reliability and a residential proxy client for secure data transmission via WebSockets and HTTPS.

YOLO3 Integration and IPC Enhancement: Integrated YOLO3 for advanced image recognition over the network and improved inter-process communication using libUV and file systems.

SDK Optimization: Focused on extensive SDK improvements, emphasizing code quality enhancement and efficient resolution of thread-related issues.

WEBCAMERAPRO  
Jan 2018 - Jan 2020

Lead Software developer[CCTV/AI]

Advanced Software Development: Integrated and enhanced the YOLO Neural Network for video detection, developed movement detection systems using OpenCV, and implemented IP camera search modules. (C++, OpenCV, ONVIF)

Streaming and Data Processing: Implemented video upload functionalities for YouTube, RTSP streaming, and developed systems for video data filtration and processing. (C#, FFmpeg, C++)

Cross-Platform Integration and Optimization: Focused on performance optimization, cross-platform code porting, GPU programming with CUDA/OpenCL, and implemented secure communication and encryption protocols.

API Development and Database Management: Developed APIs for C++/C# integration, enhanced NoSQL databases, and created advanced client solutions for efficient data management and communication. (C++, C#, EJDB)

Web Technologies and GUI Development: Leveraged web technologies (HTTP/S, HTML, JSON, XML, CSS) and various GUI frameworks (QT, WxWidgets, WinForms, ImGui, CEGUI) to develop user-centric interfaces and applications.

DOTRUNET.GROUP  
Jan 2016 - Jan 2018

Lead developer[Biometrics/Mobile]

Biometric Recognition and Security: Developed a scalable TCP server for biometric fingerprint recognition, created a comprehensive client for scanning and processing fingerprints, and implemented robust encryption protocols. (C++, PostgreSQL, Sonda SDK, Boost, CryptoLib)

Gaming Software and Advanced Messaging System: Engineered gaming software with access control based on funds, and developed an Advanced Messaging Delivery System (AMDS) for Windows and Linux, featuring a unified GUI and integrated RestAPI. (C++, SQLite, WxWidgets, SkiaSharp)

AMDS Cross-Platform Porting and Features: Ported AMDS to various platforms including Android, Linux Ubuntu, MacOS Sierra, and iOS10, enhancing it with features like barcode scanning, signature verification, and diverse notification systems. (Xamarin, C#, MonoDevelop, iOS Services)

Encryption and Communication: Integrated AES256 encryption into AMDS and developed an XMPP service/client for efficient communication. (C#, BouncyCastle)

Android Game Development: Created a TCP server client and adapted path-finding algorithms for a small Android game, showcasing proficiency in mobile game development. (Android Studio, Boost, C++)

NPP-TRAINER  
Jan 2013 - Jan 2016

Lead developer[3D/Decision making]

Advanced Car Simulation Software Development: Developed car simulation software with 3D rendering, integrated VR Oculus Rift DK2, and created AI for navigating cars and pedestrians. Enhanced simulation dynamics with various physics engines and implemented fast 3D gross rendering. (D3D11, C++, VRSDK, Bullet, Havok, Newton, HLSL)

Performance Optimization and Environment Design: Optimized engine for low-end GPUs, supported triple-monitor rendering, and developed a detailed mountain road environment with comprehensive effects and 3D modeling. (C++, 3ds Max, HLSL)

Simulation Features and Interface Development: Created the main menu with a MySQL-based results system, implemented weather effects, developed an intersection navigation system, and designed a level editor for the simulation. (C++, MySQL, Bullet, D3D11)

Additional Simulation Functionalities: Developed a system for passenger management in buses/trams, an 'instructor remote system' for generating hazardous road scenarios, a dirty window effect simulating rain, and an application for adjusting car parameters. (C++, HLSL, Ogre, AntTweakBar)

Software Enhancements and Integrations: Implemented a license protection system, wrote an OpenAL/cAudio wrapper for 3D audio, created a VR presentation control application, and integrated SQLite and encryption/compression libraries into various projects. (UDP, C++, SQLite, AES, LZHAM)

FREELANCE  
Jan 2010 - Jan 2013

Software developer

Database Conversion Tools and Services: Developed XML to MSSQL and MSSQL to Oracle converters, translating and facilitating data transfer between various database systems. Transformed these converters into standalone service applications for enhanced usability and Oracle database compatibility. (C++, SQL, Qt, Oracle)

Communication and Remote Desktop Solutions: Implemented a UDP server to process syslog messages, converting them into XML, and converted the server into a standalone Windows service. Developed a user remote desktop viewer optimized for fast video streaming and equipped with advanced administrator interfaces. (C++, Socket, GDI, DirectX, Qt)

Software Development for Data Processing: Created software for reading data from hardware inputs, performing unit conversions, solving equations, and building tables with export functionality to Microsoft Excel. Developed modules for accelerated graph building and COM port communication using ModBus protocol. (C++ Builder, OLE, ModBus)

Interactive Application and Game Development: Engineered a clone function for XMLtree in StatViz/TemplateEditor, improved GUI for better data interaction, and created a weather decoder/parser system. Developed a 2D game with engaging gameplay and a level editor for 3D environments. (C#, XML, Ogre, Direct3D, HGE, Box2D, PhysX)

Animation and Rendering Technologies: Developed software for soft animation interpolation and implemented Occlusion Culling to optimize rendering performance in CPU and GPU environments. (C++, HLSL, Direct Compute)

EXPERTISE HIGHLIGHTS

Concurrent Programming: STL, Boost, libCDS, .NET Networking: TCP/UDP, DNS, Web Services  
IPC Techniques: libUV, Sockets, File-based  
Crypto/Web3: Mining, Node Operations, Payments  
Financial: Trading Systems, Strategy, Data Analysis  
Resource Management: CPU, GPU, Memory  
Biometrics: Fingerprint, Facial Recognition  
Video Tech: Streaming, ONVIF, Live555, FFmpeg  
AI: Pathfinding, Decision Algorithms, Recognition  
Security: Encryption, Secure Channels, AV Tactics  
RESTful Services: Server and Client Development  
GPU Programming: CUDA, OpenCL  
Language Integration: Rust, Python, Lua  
Web Technologies: HTTP/S, HTML, JSON, XML, CSS  
GUI Development: QT, Wx, WinForms, ImGui, CEGUI