



ABOUT ME

Experienced Senior Software Developer looking for any kind of remote job, full-time, part-time, contract or for specific projects. Skilled in many programming languages and technologies, especially in C++ (13 years) and C# (6 years). Ready to start working right away.

EDUCATION

ENGINEER DEGREE IN SOFTWARE DEVELOPMENT

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

LANGUAGES

ENGLISH

JAPANESE

RUSSIAN

LINKS

LinkedIn: <http://www.linkedin.com/in/konstantin-kifishin-3798bb35>

Web: <https://kifishin.pro/>

REFERENCE

JASON GRAD CEO
Massive Inc
E: jason@joinmassive.com

KONSTANTIN KIFISHIN

SENIOR SOFTWARE DEVELOPER

Any for remote work

+817040714306

me@kifishin.pro

SKILLS

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

WORK EXPERIENCE

MASSIVE INC

Net York US [Remote]

Jan 2020 - Oct 2023

●

Lead software developer[Crypto/web3]

- Led a team of 5 testers, writing unit and regression tests.
- Managed a team of 5 cryptocurrency researchers.
- Set up Docker images for use in the Akash network with Kubernetes.
- Worked with a team using Jira and Github.
- Created an adblock system that works as a DNS server, now online and making money.
- Built a residential proxy client that uses WebSocket, sets up secure HTTPS connections from the user's computer, and sends data back to the server. This is now online and profitable.
- Designed a load balancer for crypto mining, focusing on limited resource use, avoiding antivirus detection, and reducing impact on the user's computer while doing intensive tasks.
- Developed a self-updating system for handling issues like modules not starting, freezing, or crashing.
- Created an open-source C# tool for easier deployment on the Akash web3 network for virtual machines.
- Used libUV and file system for inter-process communication (IPC), improving efficiency over traditional socket systems.
- Added features to work with YOLO3 and a WebSocket rerouting server, allowing clients to send image recognition requests over the network for quick responses.
- Improved an SDK significantly, focusing on code quality and fixing issues related to threading.

Crypto(mining cpu/gpu, nodes, akash cli), CUDA, AI(OpenCV, Yolo3, Llama2), Proxy/Dns, IPC, SDK dev

WEBCAMERAPRO

Vietnam [Remote]

Jan 2018 - Jan 2020

●

Lead Software developer[CCTV/AI]

- Led a team of 3 developers
- Advanced Software Development: Integrated YOLO Neural Network for video detection, created movement detection systems using OpenCV, and built IP camera search modules. Technologies used include C++, OpenCV, and ONVIF.
- Streaming and Data Processing: Set up video upload features for YouTube, developed RTSP streaming, and created systems for filtering and processing video data. Skills involved C#, FFmpeg, and C++.
- Web Technologies and GUI Development: Used web technologies (HTTP/S, HTML, JSON, XML, CSS) and various GUI frameworks (QT, WxWidgets, WinForms, ImGui, CEGUI) to create user-friendly interfaces and applications.

Video(ffmpeg, onvif, live555, webRTC), Biometry(face/plate recognition,Yolo3, openCV), NoSQL, QT

DOTRUNET.GROUP

Russia [Hybrid]

Jan 2016 - Jan 2018

●

Lead developer[Biometrics/Mobile]

- Led a team of 2 developers
- Developed a scalable TCP server with workers for biometric fingerprint recognition, scanning, registration using SondaSDK, PostgreSQL, and Boost libraries with encryption.
- Engineered software to launch mobile games on Windows with a feature to block access when funds are depleted.
- Developed an "Expelex" - Advanced Messaging Delivery System (AMDS) for Windows, Linux, iOS, Android, with encryption via XMPP protocolo and audio calls(SIP system), using custom UI render and integrating with Rest API.
- Added a barcode scanner, signature system verification, including fingerprint, code, and camera for AMDS
- Wrote TCP Server/Client and path finding for small android game

Mobile/Cross(iOS,Android,Mac,Linux), Biometry(fingerprint recognition, barcode scanner), ffmpeg(Video editing software+effects generator(transitions, fades, e.t.c.)

NPP-TRAINER

Russia [Remote]

Jan 2013 - Jan 2016

●

Lead developer[3D/Decision making]

- Led a team of 2 developers and 2 designers
- Developed a 3D simulation software - "Drive Megapolis" with VR(Occulus Rift DK2) for driving schools on custom in-house engine(custom rendering engine, custom car clutch/engine simulation, car physics based on Newton, UDP network engine, audio engine based on openAL).
- Developed AI for path-finding, road navigation, obstacle avoidance, pedestrian logic, and random path selection.
- Developed/optimized custom shaders for water and grass to improve overall quality
- Implemented a license protection system with activation and authentication features
- Conducted research to identify components that reduce costs by up to 14%.

FREELANCE

[Remote]

Jan 2010 - Jan 2013

●

Software developer

- Database Conversion Tools and Services: Developed conversion tools for XML to MSSQL and MSSQL to Oracle, enhancing them into standalone applications for better usability and Oracle compatibility.
- Communication and Remote Desktop Solutions: Created a UDP server for processing syslog messages into XML and developed a fast, advanced remote desktop viewer.
- Software Development for Data Processing: Designed software for reading hardware data, performing unit conversions, and creating Excel-exportable tables; also developed quick graph-building modules.
- Interactive Application and Game Development: Engineered XMLtree clone functions and an improved GUI for enhanced data interaction; created a 2D game and 3D level editor using various technologies.
- Animation and Rendering Technologies: Developed software for smooth animation interpolation and implemented Occlusion Culling to optimize rendering performance in CPU/GPU environments.

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

PROJECTS

- Renko [Finance]

Financial app, to load data from IB/KuCoin, generate renko/range bars, do analysis on strategy, manage risk, send orders. [\(Video\)](#)
- Residential Proxy

Allows companies to scrap the web data utilizing residential proxies. [\(Site\)](#)
- AdBlock service

A whole system adblock as a dns server. [\(Site\)](#)
- WebCameraPro

Web Camera Pro is an advanced video recording software. It features continuous 24/7 buffering, ensuring non-stop, motion-triggered recording. [\(Site\)](#)
- Akash mass deploy

Akash Moss Deploy is a console app for managing a large number of deployments on Akash Network infrastructure. [\(GitHub\)](#)
- NovoTouch N-kids

NovoTouch N-kids is a unique software offering fun games that entertain and develop children's skills. It combines enjoyment with educational growth, ensuring kids are both engaged and learning through play. [\(Presentation\)](#)
- Drive Megapolis 3D

Virtual 3D simulation for driving schools [\(Video\)](#)
- Other projects

Projects not included here [\(Site\)](#)

ACHIEVEMENTS

- Hackerank Software Engineer Certificate [\(Site\)](#)
- HackerRank c++ golder badge [\(Site\)](#)