Maxim Sheshukov

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A results-oriented software engineer with 8 years of work experience. Well-versed in producing efficient, reusable and readable code. Initiative and creative, constantly looking for ways for improvement. Some of my personal projects are Foody (Flutter), Marbles Puzzle (Qt, QML), [di](di) (C++).

Work experience

Software Engineer C++
06/2019 - nowadays

BinarySpaces, *Berlin, Germany*
- Reduced project save time by 50% by implementing data cache in RAM.
- Implemented a release MVP feature Rotary Table for machine setup.

Software Engineer C++/Qt
11/2018 - 03/2019

Escape Technology, *Moscow, Russia*
- Implemented moving avatars like in Telegram messenger.

Software Engineer C++
01/2018 - 06/2018

Luxoft, *Moscow, Russia*
- Added a debugger for Lua scripts.

Software Engineer C++/Qt
10/2017 - 12/2017

[2GIS](2GIS), *Novosibirsk, Russia*
- Implemented the algorithm for choosing the fastest server.

Software Engineer C++/Qt
03/2016 - 10/2017

Movavi, *Novosibirsk, Russia*
- Implemented a Slideshow Maker that became a successful product.

Software Engineer C++
11/2013 - 03/2016

SoftLab-NSK, *Novosibirsk, Russia*
- Designed a no bullets biathlon training system for children.

Education

Computer science / Physics master's degree
09/2006 - 06/2012

Novosibirsk State University, *Novosibirsk, Russia*
- Section of automation of physical and technical research. Department of physics.

Skills

Coding		Development		Languages	
[C++](C++), STL, Qt, QML	●●●●●	[Git](Git), CI, CD	●●●●●	Russian	●●●●●
Dart, Flutter	●●●●○	OOP, SOLID, TDD	●●●●○	English	●●●●○
Boost	●●●○○	Algorithms, patterns	●●●●○	German	●●○○○

Hobbies
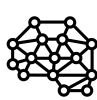
Programming   AI   Traveling   Reading   Btw, I use Arch

Strengths

Quick learning **Critical thinking** **Teamwork** **Reliability** **Initiative** **Leadership**