

IVAN STARODUBTSEV

Embedded Software Engineer

INFO

ADDRESS

Milky Way/Orion-Cygnus
Arm/Solar
System/Earth/Ukraine/Kyiv

PHONE

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EMAIL

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LINKS

github.com/lorrrn

SKILLS

Programming languages: C
(strong), C++ (confident),
Python (confident).

Programming techniques:
crossplatform development,
multithreading programming,
IPC, networking programming,
REST API, unit testing,
functional testing, device
drivers development, OS-based
(Linux, VxWorks, FreeRTOS) &
no-OS/bare metal.

Development tools: GCC,
binutils, terminal (sh/bash/fish),
build systems (make, cmake,
gn), debuggers (GDB, valgrind,
strace, static code analysis),
virtualization (QEMU), VCS (git,
svn, perforce, clearcase).

PROFILE

Software engineer with vast majority of experience in developing embedded software for different products from home surveillance to industrial instrumentation & control systems, from level of board support package & device drivers to user-land applications.

Extroverted & open minded, responsible & focused on challenging activities, mentoring experienced, had customer negotiations & project requirements development.

EMPLOYMENT HISTORY

Sr. software engineer, Ring

Kyiv, Ukraine

Jan 2019 — Jan 2020

Home surveillance products: embedded software development, maintenance, troubleshooting & bug fixing, new features development including increasing product stability.

Sr. software engineer, SoftServe

Kharkiv, Ukraine

Jul 2017 — Dec 2018

Network security appliance with in-browser VPN: legacy code maintenance, troubleshooting & bug fixing.

Sr. software engineer, eZLO

Kharkiv, Ukraine

Jun 2016 — Jun 2017

Home security sensors hub: new features development, troubleshooting & bug fixing, sensors integration.

Sr. software engineer, CUJO

Kharkiv, Ukraine

Aug 2015 — May 2016

Home network adaptive firewall appliance: developing new product embedded software from scratch, porting numerous opensource projects into one box, troubleshooting, optimization, bug fixing.

Software engineer, Echostar

Kharkiv, Ukraine

Jul 2013 — Jul 2015

Multimedia delivery platform: new features development, support, troubleshooting & bug fixing.

Software engineer, GlobalLogic

Lviv, Ukraine

Dec 2012 — May 2013

Board support package for real-time applications: developing device drivers, troubleshooting & bug fixing.

Software engineer, Echostar

Kharkiv, Ukraine

Nov 2011 — Nov 2012

Multimedia delivery platform functional testing application: developing new features, troubleshooting & bug fixing.

Software engineer, ImpulseSeverodonetsk,
Ukraine

Apr 2010 — Oct 2011

Industrial instrumentation & control system: developing embedded software , conducting its integration into huge industrial process automation system.

EDUCATION

**Masters degree, National Aerospace
University "Kharkiv Aviation Institute"**

Kharkiv, Ukraine

Sep 2004 — Mar 2010

Radio-technical faculty, Electronic devices specialization