Dmitry Kabak

Software Developer
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EDUCATION

BELARUSIAN STATE UNIVERSITY

FACULTY OF APPLIED MATHEMATICS AND COMPUTER SCIENCE
June'16 | Minsk, Belarus

LINKS

github:// **kabbi**
linkedin:// **kabbi**

COURSEWORK

3D Graphics
Probability Theory
Cloud Computing

SKILLS

LANGUAGES

Commercial projects:
Java • JavaScript • TypeScript
Hobby / OSS projects:
Kotlin • CoffeeScript
C • C++ • Assembly
Educational projects:
Clojure • Python • Rust
LUA • Go • Elm

FRAMEWORKS

Angular 1.x • React • Redux
React-Native • Spring MVC

VCS & BUILD SYSTEMS

Git • CMake • Gradle • Maven
Grunt • Gulp • Webpack

ENVIRONMENTS

Atom • SublimeText • IntelliJ IDEA-like
Vim • Console • Anything

OPERATING SYSTEMS

Ubuntu Server / Desktop • OS X
Inferno • Windows XP/7/8

DATA STORAGE & PROCESSING

Mongo • PostgreSQL • Hadoop

DEV OPS

Heroku • Amazon AWS • DigitalOcean
SSH • Ansible • Docker
Consul • Etcd • Nomad

EXPERIENCE HIGHLIGHTS

CAPTIV8 | JS SOFTWARE DEVELOPER

Nov 2015 - present time | Minsk, Belarus
- JS, ES2016, Webpack, Babel, React, Redux
- Using all the latest and modern JS technologies to create rich social analytics web application
- Implementing complex web app architecture from scratch in a small team
- Supporting the actively-used application in production, analyzing and fixing problems

EXADEL | JS SOFTWARE DEVELOPER

Aug 2015 - Oct 2015 | Minsk, Belarus

- Using javascript, angular and custom tooling to create rich and reusable web components, used internally by several distributed product teams

EXADEL | ANDROID SOFTWARE DEVELOPER

Jun 2014 - May 2015 | Minsk, Belarus

- Multi-component entertainment system for TVs, tablets and handhelds
- Low-level android programing, integrating with custom firmware
- Good skills in Android SDK and Java specifics

NONPROFIT PROJECTS

SWIG (GOOGLE SOC 2012) | SOFTWARE ENGINEER

Jun 2012 – Aug 2012 | Minsk, Belarus
Was working on implementing Doxygen documentation parsing code, as part of SWIG wrapper generator. The main goal of the project was to make automatic documentation translator from C/C++ code (in Doxygen format) to JavaDoc / PyDoc documentation comments.
Obtained skills:
- working with old (about 10 years) and legacy code
- maintaining large parsers in yacc, understanding of grammar-based systems
- C/C++ coding and nontrivial problem solving

PLAN9 LAB (GOOGLE SOC 2013) | SOFTWARE ENGINEER

Jun 2013 – Aug 2013 | Minsk, Belarus
Enhancing, developing and maintaining old (year 1999) Java application converter to Dis - Inferno OS system programing language bytecode. The resulting project was able to run compiled Java apps on Inferno OS. Obtained skills:
- quick learning various programming languages and technologies
- research and study of Java internals
- really low-level and system programming
- debugging in non-debuggable environments

HOBBY PROJECTS

wonderland - early project on distributed systems (DHT, InfernoOS, Plan9)
zanzarah-tools - web-based editor for Zanzarah game
Termux VR - experimental adaptation of Android terminal emulator (Termux) to use with Cardboard
oled-node-webkit-emulator - node-webkit emulator of Intel Edison Oled Sparkfun board