

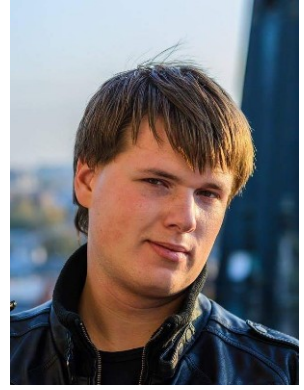
Kucher Dmytro

C++/Qt Software engineer

Full-time.

Age: 26 years

City: Kyiv, Ukraine



Contact information

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<https://www.linkedin.com/in/dmytrokucher>

Link to portfolio: <https://github.com/kucherdmitry>

Work experience

C++/Qt Software engineer

from 01.2020 to now

SPC «Tritel» (Scientific-Production Company «Tritel»), Kyiv (Industrial automatics)

Role: developing front/backend of HMI for embedded systems using C++/Qt.

Used technologies: C++11/14, Qt Widgets, Linux, Windows, Networking

C++/Qt developer

from 05.2019 to 01.2020 (8 month)

Freelance, Kyiv (Software development)

Role: solo C++ developer

from 05/19 C++ dev, 1.5 years use C++

3 successful project, 0 failed

Used technologies: C++11/14, Qt Widgets, SQLite

Additional work experience

Automation control systems developer

from 06.2018 to 01.2020 (1 year 7 months)

SPC «Energia» (Scientific-Production Company «Energia»), Irpin (Industrial automatics)

Develop architecture of automation control system for power substations

Education

Ukrainian State University of Railway Transport

Electrical engineering, Kharkiv

Higher, from 09.2012 to 12.2016 (4 years 3 months)

Additional education

ITEA (IT Education Academy), C++ software developing (2018, 3 months)

Professional skills

- C++11/14 (1.5 year of experience)
- SQLite (1 year of experience)
- C++STL (1.5 year of experience)
- Unit Testing (GTest) (1.5 year of experience)
- Git (1 year of experience)
- OOP (1.5 year of experience)
- Design Patterns (1 year of experience)
- Qt (1.5 year of experience)
- Algorithms and data structures (1.5 year of experience)

Language proficiencies

- English — pre-Intermediate
- Ukrainian — fluent
- Russian — fluent

Additional information

Successfully completed the ITEA "C++ Advanced" course. Able to free reading a technical documentation in English, fast learning something new, like to solve engineering tasks with best result. Easily contacting with new people, good team player. I would like to have experience in development of embedded devices, connecting and controlling them with desktop or mobile application, design and implement back-end part of this software, making some another cool stuff.