Poddubny Mikhail

C++ Software Developer

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⑤ xminuz   ⏱ 29 years old

Education

2010-2012	**MSc in Computer Science**; National Technical University "Kharkiv Polytechnic Institute"
	System Programming
2006-2010	**BSc in Computer Science**; National Technical University "Kharkiv Polytechnic Institute"
	System Programming

Experience

Jan 2016 - Oct 2017: Chameleon Soft. Software developer

Skills improved in	GUI plugins devleop, Cash Software devleop, loyalty subsystem devleop, POS terminal integration, Network daemon develop, Multithread programming, Database architecture, Refactoring, Supporting large code base.
Technologies, Libraries and other	C++, Qt, D-Bus, IPC, SQLite, PostgreSQL, Cash registers protocols(MG-V545T, ICS-M510 and others), POS terminal protocols(BPOS, TRPOSX), RPC, libevent, JSON, XML.

Mar 2014 - Jun 2015: Freelance. Qt C++ developer. Android Java developer. Technologies, Libraries and other : C++, Qt, Java, Android Studio, Network programming.

Apr 2013 -- Feb 2014: Game engine developer. PC game. Technologies, Libraries and other : (C++, GLM, OpenGL 3.3/GLSL 3.3, WinAPI/Xlib, OpenAL, ogg/vorbis, XML/pugixml, COLLADA, Lua, gprof)

Technical Experience

Programming Languages	**C, C++** **Lua, Python** **SQL, Shell scripting** Basic knowledge of **C#**, **Java**, **x86/x64 assembly**, **Rust**
Technologies and Libraries	**OOP, OOAD, DOD**, Graphics Programming, Multithreaded programming, Client-Server Architecture, Network programming, **STL, Boost**, WinAPI, POSIX, Xlib, **Qt**, GTK+, OpenGL 1.1 - 4.5/OpenGL ES 2.0/GLSL, OpenAL, SQLite, PostgreSQL, NoSQL(leveldb, rocksdb, lmdb), Windows sockets 2, Windows LSP, pthreads, SDL2, libevent.

IDE	Visual Studio, Qt Creator, Eclipse, NetBeans, Android Studio
Compilers	Microsoft C++ compiler, GCC, Clang
Dev tools	**CMake**, cppcheck, astyle, autotools, valgrind
Revision control	**Subversion, Git**
Open Source	github.com/m1nuz/launchdb Database creation & supporting tools
	github.com/m1nuz/ironforge Modern OpenGL game engine
	github.com/m1nuz/glcoregen OpenGL core profile and extentions loader generator
Human Languages	Russian, Ukranian, English (Pre-Intermediate)

Interests

IT	Computer Games, Computer Graphics, Programming for Embedded Systems
Science	Space, Rigid Body Physics, Robotics, Artificial intelligence
OS	Operating System Design/Kernel Architecture, Linux.