

Poddubny Mikhail

C++ Software Developer

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🐙 github.com/m1nuz
🔑 gitlab.com/m1nuz
🕒 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 develop, Cash Software develop, loyalty subsystem develop, 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**

Technologies and Libraries **Basic knowledge of C#, Java, x86/x64 assembly, Rust
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.

<https://github.com/m1nuz/cv/blob/master/poddubny-developer-cv.pdf>