

# C/C++ Developer

**Michael Poddubny**

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## Education

2010 – 2012	Specialist, National Technical University “Kharkiv Polytechnic Institute”, a speciality - System Programming
2006 – 2010	Bachelor, National Technical University “Kharkiv Polytechnic Institute”, a speciality - System Programming

## Experience

Jan 2016 - Jul 2016	Chameleon Soft. Software developer(Linux, Qt, C++, SQLite, PostgreSQL, Unit Tests).
Mar 2014 - Jun 2015	Freelance. Qt C++ developer. Android Java developer.
Apr 2013 – Feb 2014	«Battle for Proxima» Computer game. Game engine developer. (C++, GLM, OpenGL 3.3/GLSL 3.3, WinAPI/Xlib, OpenAL, ogg/vorbis, XML/pugixml, COLLADA, Lua, gprof)
Oct 2012 – Jan 2013	Freelance. Qt C++ developer.
Jul 2012 – Sep 2012	Hardware-software firewall for PC. Software Developer. (Qt, pthread, Networking, Windows LSP, libusb)

## Computer skills

OS	Windows, Linux
Programming	C, C++, Lua, Python, Java
Technologies/Libraries	OOP, OOAD, DOD, Graphics Programming, Multithreaded programming, Network programming(TCP/IP, UDP), STL, WinAPI, POSIX, Xlib, Qt, GTK+, OpenGL/OpenGL ES/GLSL, OpenAL, SQLite, Windows sockets 2, pthreads, SDL, libevent
IDE	Visual Studio, Qt Creator, NetBeans, Android Studio
Compilers	Microsoft C++ compiler, GCC, Clang
Development tools	CMake, cppcheck, astyle, autotools, valgrind
Revision control	Subversion, Git
Other	LaTeX

## Interests

IT	Computer Graphics, Programming for Embedded Systems
Science	Rigid Body Physics, Robotics, Artificial intelligence

## Languages

Russian, Ukrainian, English

## Publications

2012 «Problems of Informatics and modeling» International Scientific and Technical Conference, Kharkiv, Yalta

Subject : «Features of creating a virtual laboratory of microcontrollers with minimal resources».

Subject : «Hardware-software firewall for PC».