

C/C++ Developer

Michael Poddubny

✉ e-mail	xminuz@gmail.com
☎ phone	+380958914905
💬 skype	xminuz
🏠 address	Ukraine, Chuguev
🐙 github	github.com/m1nuz

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

Apr 2013 – Feb 2014	«Battle for Proxima» Computer game. Game engine developer.
Oct 2012 – Jan 2013	Freelance. Qt developer.
Jul 2012 – Sep 2012	Hardware-software firewall for PC. Software Developer.

Computer skills

OS	Windows, Linux
Programming	C, C++, Lua, Python
Technologies/Libraries	OOP, OOAD, Graphics Programming, Multithreaded programming, Network programming(TCP/IP, UDP), GUI, STL, WinAPI, POSIX, Xlib, Qt, GTK+, OpenGL/OpenGL ES/GLSL, OpenAL, SQLite, Windows sockets 2, pthreads, SDL
Development tools	Visual Studio, Qt Creator, CMake, autotools
Revision control	Subversion, Git
Other	LaTeX

Interests

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

Languages

Ukrainian, Russian, 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».

Last updated: May 16, 2014