Nikolay Neupokoev
Mathematician Engineer

📞 +1 (725) 777-8299

✉ neupokoev.n@gmail.com

📍 Las Vegas, Nevada

Education 🎓

Novosibirsk State University
Applied Mathematics and Computer Science
"Modeling the active perception"
Master
Sep 2016 - June 2012

Skills 🛠

C   in
▬▬▬▬▬▬▬▬▬▬▬▬▬

C++   in ⊛ Expert
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Java   ⊛ Expert
▬▬▬▬▬▬▬▬▬▬▬▬▬

Python   ⊛ Expert
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Lua
▬▬▬▬▬▬▬▬▬▬

JavaScript
▬▬▬▬▬▬▬

Windows
▬▬▬▬▬▬▬

Linux   ⊛ Expert
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Problem Solving   🏅 Silver
▬▬▬▬▬▬▬

Technical Leadership
▬▬▬▬▬▬▬▬▬

Languages

English   IELTS Proficient
▬▬▬▬▬▬▬▬▬▬

Russian
▬▬▬▬▬▬▬▬▬▬▬▬▬

Profile 👤

I'm a professional software developer with strong mathematics and programming background. I have over seven years of experience in the field of the gambling industry, such as game development, hardware and software integration, calculation of PAR sheets, and deployment of casino systems.

Experience 💼

Director of Mathematical Department
Slot Constructor, LLC Las Vegas, NV

Feb 2018 - present

Responsible for analyzing business requirements in company projects, defining technical specifications, and designing system architecture.
Designed mathematical models for Class III games which were certified in the test laboratory as GLI-11 compliant. Led development of server-based system with unique bingo rules imitating gameplay and frequencies of RNG casino games.
Introduced into practice TDD by adding unit and integration tests to a legacy project before implementing new features and refactoring. Adopted CI process from scratch with help of Jenkins, Docker, and PXE server. Reduced time spent by team in preparing new releases.

Lead Mathematician Engineer
Slot Constructor, LLC Las Vegas, NV

Oct 2015 - Feb 2018

Simplified development process by splitting monolith games on backend and frontend parts. Integrated gaming board GPIO, NVRAM, and peripherals, such as bill acceptors, printers, card readers, in one platform keeping it separated from the game logic. The platform was supported by test scenarios and test cases.
Mentored junior employees to develop games and maintain backend system.

Mathematician/Engineer
LLC Slot Constructor Novosibirsk, Russia

Oct 2012 - Oct 2015

Solely responsible for development and release casino games for many companies in Russia, USA, Malaysia, Mexico, Argentina. Provided remote installation support of company's embedded system based on Linux.
Designed and coded simulation programs for brand new and modified games in C.

Publications 📖

Vityaev, E.E., Neupokoev, N.V.: **Formal model of perception based on fix-point of anticipations.** In Approaches to mind modeling. pp.155-172, Moscow, URSS Editorial (2014)
Vityaev, E.E., Neupokoev, N.V.: **Perception and pattern formal model as a fix-point of anticipations.** Vol 6, No 1, pp.28-41, Neuroinformatics (2012)

About

My master's thesis was built upon a program that analyses gene regulatory sequences in bioinformatics, although I have changed it to model neuron behavior. Then and still, I am dreaming of creating an artificial intelligence. But besides that, I passionate about game development, irrational exploitation of computers, robotics, graphical design, bicycling and board games.