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Professional Experience

MyOffice

Senior C++ Software Engineer

August 2023 – Present

- Implemented comment chain features in text and spreadsheet editors.
- Rearchitected copy-paste engine in MyOffice editors core, allowing new features to be integrated 40% faster.
- Participated in designing track changes feature.
- Refactored document object model for track changes feature.

Gilbarco Veeder-Root

Lead C++ Software Engineer

September 2022 – August 2023

- Integrated new payment system during the WISSOL Petroleum project.
- Reworked payment server to asynchronous multi-threaded platform, resulting in improve response time by more than 75%.
- Implemented installers for all release products, which led to an increase in the speed of solution deployment by 60%.

C++ Software Engineer

April 2021 – September 2022

- Integrated the loyalty system during the Tatneft project.
- Migrated legacy source code to the latest Visual Studio platform.
- Build a CI/CD pipeline using Jenkins build server, which led to simplification of the product release process.

DrWeb

C++ Software Engineer

October 2019 – April 2021

- Reworked GUI engine of Dr.Web Server installer.
- Integrated security feature in installers and updater that prevents DLL injection vulnerability.

Technical Skills

Languages: C++, C, Go, Python

Frameworks and libraries: Boost, STL, WinAPI, Qt, JUCE, GoogleTest, CppUnit

Tools: Visual Studio, Git, CMake, Ninja, Jenkins, IDA Pro

Other: Object-Oriented Programing, SOLID, Multithreading, Test Driven Development, Cross-Platform Development

Projects

FrequencyDictionary

- Built an application that takes the input file, parses it into words in the a-z A-Z range, converting everything to lowercase and saves the output file in a sorted dictionary, first by frequency, then alphabetically.
- Optimized for working with large files and high performance using multithreading and file mapping.

Stack: C++, CMake, GoogleTest

Source Code: github.com/mindflower/FrequencyDictionary

DeadusDistortion

- Built a VST digital audio effect plugin that emulates distortion pedal sound by signal clipping.
- Support for Windows, MacOS and Linux.

Stack: C++, JUCE

Source Code: github.com/mindflower/DeadusDistortion

Education

Bachelor's degree in Computer and Information Systems Security, Peter the Great St. Petersburg Polytechnic University, Graduated July 2020