C • C++ • Swift • Objective–C • Scala • Java • Haskell • Python • C# • sh • Assembler (MASM/AT&T) •
Verilog • OOP • FP • Cocoa • Cocoa Touch • macOS • iOS • WinAPI • IOKit • Qt • JSP • Play •
ASP.NET • MATLAB • Low–level debugging • Reverse Eng. • Optimization • CS • Physics • Electrical Eng. •

I'm a Software Engineering Multitool 👍

From microprocessors to backend development, I got it all.*

And AI too!

Ilya Mikhaltsou

Why hire me?

And what do I mean by «multitool»?

It's more that just «hey, I've seen this and that and that and...». I worked with and got most important bits of experience from everything listed here. And most important are those, that help you fix problems no one expects (but always arise).

Isn't that what stackoverflow is for?

It's where you find «how», when someone already did it. And I say, I usually do something no-one did before, and know how to fix any problem shot at me.

So here's on overview of what I know

iOS

I developed iOS and Mac software working in Qulix Systems, a software development outsource company.

Projects I did there:
- Sberbank «Corporation»
- RosEvro Bank
- 'libmaskedit' library for Qulix Systems applications
- iAdvisor

That is, mostly mobile banking apps and some tools for them.

Also see my startup: github.com/BlankPageLabs/virus-spread-ios

macOS

I rewrote a driver on macOS!

Who knew there were drivers...

Did it to make my cross-platform Qt app to work with a specific piece of equipment.

Windows

Windows was my first 💛, but the only relevant project left from those times is WinCPP library.

That is, an interesting library with some neat features, providing C++11 OOP bindings for WinAPI windows and controls (available at github.com/morpheby/wincpp)

Also, I did some Qt development in NTP Centr, but it's nothing fancy or complex, and it is not strictly Windows.

In fact, I developed it on macOS and it runs on both Windows and macOS.

Machine Learning and AI

That is the most important part, but I haven't done it yet.

I went through some online courses instead. Here, got a list:
- Udacity "Artificial Intelligence for Robotics (February 2012)" (CS373)
- Introduction to Artificial Intelligence (first ever, by Sebastian Thrun and Peter Norvig)

*DBA not included.

Algorithms and Math

That is what CS base education is for, isn't it?

I know most top algorithms and some less known, but what is more important — I know my way around them.

Just to prove that, I got a Codility Vanadium 2016 Golden Award.

Embedded

I worked with PIC microprocessors, developed an RTOS for data collection, processing and transfer.

When I worked at NTP Centr (and some time before that, too).

Previous work experience

2013 – 2014
iOS developer, Qulix Systems
2014 – 2016
Research developer, NTP Centr (a.k.a. NTC Didaktika)

Base Education

2011 – 2016 Belarusian State University of Informatics and Radioelectronics

BS in Computer Science

2016 – 2017 (expected) Claremont Graduate University

MS in Information Systems & Technology

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Twitter: morpheby
LinkedIn: linkedin.com/in/morpheby

I speak English and Russian (and a little bit of German)