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**Project experience:**

**(2015 - 2017) Desprice (<http://desprice.com>)**

Design, implement and develop KliChat messenger for iOS. Use XMPPFramework library for iOS, Objective C and Swift, XMPP connection/reconnection and other network specific experience.

<https://itunes.apple.com/ru/app/klichat/id1073509376?mt=8>

**(2013 - 2015) Clearscale (<http://clearscale.net>)**

Designed, implemented and developed some applications for iOS. Client server movies and TV shows catalog for iOS. Unfortunately I may not to give more information about these apps.

**(2009 - 2013) Data East LLC, Novosibirsk (<http://dataeast.com>)**

Designed, implemented and developed GIS applications for iOS:

<http://itunes.apple.com/us/app/carrymap-observer/id432496097>

<http://itunes.apple.com/us/app/kadastrru/id518231350>

<http://itunes.apple.com/ru/app/mobil-nyj-novosibirsk/id497323379>

Get experience for port C++ code from Win32 to iOS platform: code of multithread management objects (mutex, events), Objective C programming for GUI controls and Quartz2D drawing (rendering of GIS features). Also used ArcGIS API for iOS.

**(2008 - 2009) Virartech, Novosibirsk (<http://virartech.com>)**

Designed, implemented and developed games for beginner musicians (to make better music earning). Intense used OpenGL, OpenAL, MIDI, Windows Media Format SDK and Low-Level audio components such as ASIO and Audio Compression Manager. Rendered 3D views and processed sound data (MIDI and Audio). Design game applications for Windows and iPhone.

Technologies and tools: Borland C++ Builder, Xcode, iOS SDK.

<http://www.pgmusic.com/support.iphone.pitchinvasion.htm>

<https://itunes.apple.com/ru/app/pitch-invasion/id520181840>

**(2007) Graphic Program Systems, Novosibirsk**

Design 3D sound engine for MirCyber (3D map of Novosibirsk). Use OpenAL, sound part of DirectX, Vorbis open sources to decompress ogg files to pcm sound data. [https://vk.com/page-8213945\\_2616125](https://vk.com/page-8213945_2616125)

**My own hobby project** <http://yellow-gold-soft.ru>

Freeware/shareware apps. These apps are made with using MIDI protocol to decode/generate MIDI messages and parse Standard MIDI Files. Technologies and tools: Visual C++/C#, Java 2ME, Macromedia Flash MX, PHP 4, HTML.

**Education:** Novosibirsk State Pedagogical University (1985-1992)

**Other interests:** Sing and play guitar with blues band