

Viktor Krapivenskiy

Curriculum Vitae

ABOUT

Regarded by many as a computer programmer. Interested in techniques of writing clean and maintainable code, software design, compilers, parallel programming, systems programming. Author of a number of side projects. Participant of Google Summer of Code—2017.

SKILLS

Software design · Algorithms and data structures · C · C++ · POSIX API, Linux API · LLVM · Go · Python · Lua · JavaScript · Crystal · POSIX sh, bash.

EXPERIENCE

2017 · Summer of Code Intern (Google) · Implemented Lua scripting for the strace project (C, Lua).

2018 · Software architect (private company) · Implemented infrastructure, bots and various utilites for analysis of order flow and algorithmic trading on a number of cryptoexchanges (Python, MySQL, Redis); developed a web interface for accounting and monitoring the status of trading bots in the real time (Python, Flask, JavaScript); have developed a log analyzer (C++).

2019 · C++ developer (**Offscale**) · Developed **liboffkv**, a uniform interface for distributed key-value storages, in a team of four; implemented C bindings; made a contribution to **ppconsul**: transactions support (C++).

2019 · Software architect (contract with **Sikoba Research**) · Implemented support for LLVM in the verifiable computation framework **isekai** (Crystal). See the following articles for more information:

- **Isekai LLVM update #1**;
- **Isekai LLVM update #2: conditionals and loops**;
- **Isekai LLVM: final update**.

2019 · Software developer (**Fantom foundation**) · Developed tools for internal use.

2020 · Go developer (**Offscale**) · Developed **goffkv** (**goffkv-consul**, **goffkv-zk**, **goffkv-etcd**) — a rewrite of **liboffkv** in Go.

AWARDS

- 2016 Prizewinner of the All-Russian Olympiad in Informatics, Finals
- 2016 Gold winner of the Individual Olympiad of School Students in Informatics and Programming, Finals
- 2017 4th place in “LAToken hackathon”: smart contract for tokenization of different kinds of assets
- 2018 1st place in “Global Changers” hackathon: client support bot system
- 2018 1st place in “IDACB & CryptoBazar hackathon”: chat based on proxy re-encryption protocol
- 2018 1st place in “Phystech.Genesis” hackathon: mobile application for traveling
- 2018 3rd place in “CryptoBazar Serial Hacking: October”: PoC software raytracer using Intel SGX
- 2018 1st place in “CryptoBazar Serial Hacking: November”: LLVM IR interpreter with register-based VM
- 2018 Mentorship of two teams at “CryptoBazar Serial Hacking: December” that took 2nd—3rd places
- 2019 1st place in “CryptoBazar Serial Hacking: Grand Finale”: network traffic record/replay tool
- 2020 2nd place in “VirusHack”: automatic detection of deviations in a video stream

PROJECTS

- 2016—present **luastatus**, a universal status bar content generator
- 2017 **support for Lua scripting in strace**, Google Summer of Code—2017 project
- 2020 **libdec**, an arbitrary-precision decimal arithmetic library for C
- 2020—present **calx**, a bc-like programming language

REFERENCES



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<https://github.com/shdown>



<https://www.linkedin.com/in/shdownnine>