Andrey **Kabylin**

SOFTWARE ENGINEER

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Education

Siberian State Unicersity of Telecommunications and Information Sciences   *Novosibirsk, Russia*

B.S. IN TELECOMMUNICATIONS   *Sept. 2010 - 2016*

Skills

Programming	Python, C/C++, JAVA, D, OpenGL, GLSL, Compiler Construction, OOP, OOD, Reactive Programming
Web	Django with Python, HTML5, JS, CSS/SASS, Ansible
Instruments	LaTeX, Emacs, GDB, Linux, IDEA, Sphynx Doc
Languages	Russian (Native), English (B1 Intermediate, EF cert)

Experience

LLC The Invaders   *Novosibirsk, Russia*

SOFTWARE ENGINEER   *Oct. 2014 - PRESENT*

Responsibilities: Writing android applications on Java; Writing server side REST API for different clients; Configure servers and write auto deployment scripts.

Projects in which I participated:

- Android application "Humaniq Lite" — Humaniq is a simple and secure mobile bank. (Java) Chat core implementation.
- Android application "Humaniq Android" — Humaniq is a simple and secure mobile bank. (Java) Source code: `https://github.com/humaniq/humaniq-android`
- Server side for "Humaniq" — Server side for application as bankink functionality here using own cryptographic currency called "HMQ" implemented on Ethereum smart contracts (Django with Python) Source code: `https://github.com/humaniq/humaniq-django-server`
- Implemented android application "Starateli" — construction materials catalog. (Java) Googleplay: `https://play.google.com/store/apps/details?id=ru.starateli`
- Improved parsing tickets algorithm Novosibirsk water park (`http://akvamirnsk.ru`). (Python).
- Implemented playground for creating urban sites with multi-level admin panel. (`https://gorsite.ru/`) (Django with Python)
- Implemented Siberia Expo web site siberiaexpo.ru. (Wordpress with php).

Personal projects

dapt

LANGAUGE: D

D attribute processor (like java annotation processor) designed for automatic types and attributes collection and generate code based on the information collected.
Source code: `https://github.com/sysint64/dapt`
Examples: `https://github.com/sysint64/dapt-examples`

RPUI

LANGAUGE: D

Fast, simple and cross platform graphical interface library based on OpenGL and using RPDL as mark up language and for configurations like shortkeys, settings etc.
Source code: `https://github.com/sysint64/RPUI`

RPDL

LANGAUGE: D

Simple declarative language written on D with compile time loading and bytecode compilation.
Source code: `https://github.com/sysint64/RPDL`

Ripa Archive

Language: Django with Python

Documents organizer, have interface familiar with OS file manager for manipulate folders and documents, set statuses for documents, display log activity and etc.

Demo: `http://13.75.126.239` (login: admin@admin.ru; password: 123321)

Souce code: `https://github.com/sysint64/ripa_archive`

E2DIT

Langauges: C++, D   *Dec. 2014 - PRESENT*

E2DIT - 2D map editor for games with rich functionality for manipulation of objects and change their tology.
Application contain own UI Toolkit written on OpenGL and own format for serialization which can compiled to bytecode (e2ml).

* Rewriting bad architecture solution and begin using C++11: `https://github.com/sysint64/e2dit`
* First implementation unfinished implementation: `https://bitbucket.org/lveteam/lve-mapeditor-framework`

APC Language

Langauge: C++   *Jun. 2012 - 2014*

Implemented new language with strong typing, classes SIMD vectors etc.

Source code with examples: `https://github.com/sysint64/programming-language-APC`

Tetris

Langauges: Delphi   *2011*

Classic tetris with additional modes. Source code: `https://github.com/sysint64/tetris-glscene`

Fun Smile

Langauges: Delphi   *2010*

2D Arcade game. Source code: `https://github.com/sysint64/funsmile`