

# Andrey Kabylin

SOFTWARE ENGINEER

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## Education

**Siberian State University of Telecommunications and Information Sciences**

*Novosibirsk, Russia*

B.S. IN TELECOMMUNICATIONS

*Sept. 2010 — 2016*

## Skills

<b>Programming</b>	Python, C/C++, JAVA, Kotlin, D, OpenGL, GLSL, Compiler Construction
<b>Paradigms</b>	Object Oriented Design, Data Oriented Design, Reactive Programming, Functional Programming
<b>Web</b>	Django with Python, HTML5, JS, TypeScript, CSS/SASS, Vert.x, Ansible, Angular
<b>Instruments</b>	LaTeX, Emacs, GDB, Linux, IDEA
<b>Languages</b>	Russian (Native), English (B1 Intermediate, EF cert), Japanesse (N5 Beginner)

## Experience

**LLC The Invaders**

*Novosibirsk, Russia*

SOFTWARE ENGINEER

*Oct. 2014 — PRESENT*

Responsibilities: Development of android applications using Java and Kotlin; Development server side REST API for different clients using Python, Django, Java, Kotlin, Vert.x; Configuration servers and development auto deployment scripts.

Projects in which I participated:

- "Money Zebra MVP" — Online auction (Still in development). (Kotlin with Vert.x, TypeScript with Angular, Python with Django)  
Responsibilities: Full stack.  
Auction: <https://au.zebra.money/>  
Web site: <http://zebra.money/>
- RecyclerOS MVP - Microservice for encryption documents and store it to ethereum blockchain — It is a global solution for the problems of the recycling industry. (Kotlin with Vert.x)  
Web site: <https://troventum.com/>
- Android client for RecyclerOS MVP — It is a global solution for the problems of the recycling industry. (Kotlin)  
Web site: <https://troventum.com/>
- Android application "Staffjet" — Staffjet is HRaaS-service for mass selection and hiring of personnel for non-specialized positions. (Kotlin)  
Web site: <https://staffjet.ru/>  
Googleplay: <https://play.google.com/store/apps/details?id=ru.staffjet>
- Android application "Humaniq Lite" — Humaniq is a simple and secure mobile bank. (Java)  
Responsibilities: Chat core implementation.  
Web site: <http://humaniq.com/>  
Googleplay: <https://play.google.com/store/apps/details?id=com.humaniq.lite>  
Source code: <https://github.com/humaniq/humaniq-android-lite>
- Android application "Humaniq Prototype" — Humaniq is a simple and secure mobile bank. (Java)  
Source code: <https://github.com/humaniq/humaniq-android>
- Server side for "Humaniq Prototype" — Serever side for application as bankink functionality here using own crypthographic 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>

- Android application "Revengebet" — Sport forecasts. (Java)  
Googleplay: [https://play.google.com/store/apps/details?id=com.revengebet\\_limited](https://play.google.com/store/apps/details?id=com.revengebet_limited)  
Aptoide: <https://revengebet.en.aptoide.com/>
- Server side for "Revengebet". (Python with django)
- 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](http://siberiaexpo.ru). (Wordpress with php).

## Extracurricular

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### Telegram Contest

LANGAUGE: JAVA

Telegram official coding competition for Android, iOS and JS developers.

The goal is to develop software for showing simple charts based on input data telegram provide.

All the submitted code written by own from scratch.

Git repo: <https://github.com/sysint64/telegram-chart-contest>

### Intellij-DLanguage

LANGAUGE: KOTLIN

Support for the D Programming Language within IntelliJ IDEA

Source code: <https://github.com/intellij-dlanguage/intellij-dlanguage>

Contributions:

<https://github.com/intellij-dlanguage/intellij-dlanguage/pulls?q=is:pr+is:closed+author:sysint64>

### Phobos

LANGAUGE: D

Phobos is the standard library that comes with the D Programming Language Compiler.

Source code: <https://github.com/dlang/phobos>

Contributions: <https://github.com/dlang/phobos/pulls?q=is:pr+is:closed+author:sysint64>

## Personal projects

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### Simple Data Oriented OpenGL GAPI

LANGAUGE: D

Fast, simple and cross platform data oriented OpenGL GAPI library for D;

Source code: <https://github.com/sysint64/gapi>

Examples: <https://github.com/sysint64/gapi-examples>

### Vocabulator

LANGAUGE: KOTLIN, PYTHON WITH DJANGO

Android application for compiling a personal dictionary which can helps you improve your vocabulary in English, Japanesse or any other languages.

Android application source code: <https://github.com/sysint64/vocabulator-android-client>

Server side source code: <https://github.com/sysint64/vocabulator-server-side>

## RPUI

LANGAUGE: D

Fast, simple and cross platform graphical interface library based on OpenGL and using RPD as mark up language and for configurations like shortcuts, 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>

## dapt

LANGAUGE: D

D attribute processor (like java annotation processor) designed for automatic types and attributes collection and generate code based on the information has collected.

Source code: <https://github.com/sysint64/dapt>

Examples: <https://github.com/sysint64/dapt-examples>

## 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.

Source code: [https://github.com/sysint64/ripa\\_archive](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++14: <https://github.com/sysint64/e2dit>
- First unfinished implementation: <https://bitbucket.org/lveteam/lve-mapeditor-framework>

## APC Language

LANGAUGE: C++

*Jun. 2012 - 2014*

Implemented new language with static 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>