

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

Programming	Python, C/C++, JAVA, Kotlin, D, OpenGL, GLSL, Compiler Construction
Paradigms	Object Oriented Design, Data Oriented Design, Reactive Programming, Functional Programming
Web	Django with Python, HTML5, JS, CSS/SASS, Ansible
Instruments	LaTeX, Emacs, GDB, Linux, IDEA, Sphinx Doc
Languages	Russian (Native), English (B1 Intermediate, EF cert), Japanese (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 and Django framework; Configuration servers and development auto deployment scripts.

Projects in which I participated:

- 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" — Server side for application as bank 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>
- Android application "Revengebet" — Sport forecasts. (Java)
Googleplay: https://play.google.com/store/apps/details?id=com.revengebet_limited
- 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. (Wordpress with php).

Extracurricular

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

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>

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>

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>

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.

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++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>