

NAZAR GERASYMCHUK | Developer



»» Each time I hugely enjoy when some non-trivial the real-life task enters my way, and I can solve it by math and/or programming language.

»» MOTO

«...I don't like it when impossible things are explained away by impossible causes. You know, Occam's razor (logical principle of economy of thought). Otherwise you come up with God knows what...»

«Definitely Maybe» A. & B. Strugatsky

»» EXPERIENCE

CEO, Enterprener, Developer

Trola Family, 2018–...

» Device creation, R'n'D, Embedded, UI, UX, CI, PM, Documentation.

» Research and development of device on Allwinner H3 with SPI LCD, I2C touch and USB host. This work involves: lots of prototyping work; custom PCB preparation; work on embedded Linux – Armbian build & customization; custom cross-toolchain preparation for Qt 5.12; writing big amount of documentation since most of tasks are R'n'D; writing lots of scripts for testing purposes and for automatization.

C++/Qt/QML developer

Milo Solutions, 2014–2018

» Development, R'n'D, PM, Estimations, Client communication, UI, UX, Embedded, Crossplatform, CI/CD, Refactoring, Code review, Documentation

» Lots of interesting tasks and projects, PM'ed several of them. Work with different Qt versions (4.6–5.9) on variety of platforms: Windows, Linux, MacOS, Android, iOS, embedded Linux. Done lot of porting (from older Qt to newer, between different platforms etc). Usage of Python and/or Bash for automatization. Work on partly documented or badly documented projects.

C++/Qt developer

«Google Summer of Code», 2013

» Internship at Mixxx development. Worked on task for rewriting *non-blocking database access*.

» Qt 4.8 on Linux/Windows. Usage of λ from C++11. Involved dealing with multi-threading in Qt. Used Technologies: scon, git, SQLite, etc.

Informatics and Robotics group leader

VO MAN, 2008–2011

» Teaching computer science. Organisation. Guidelines preparation.

» Informatics and Robotics group leader, teaching practice: computer science, algorithmization, programming (FreePascal), robotics (based on LEGO NXT).

»» EDUCATION

Master of Informatics

2011–2013

» Taras Shevchenko National University of Kyiv, Department of Cybernetics.

Bachelor of Informatics

2007–2011

» Lesya Ukrainka Volyn National University, Department of Mathematics.

CONTACT

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LANGUAGES

English – upper intermediate

Ukrainian – native

Russian – advanced

TECHNOLOGIES

</> C++, Qt with QtIF, QTest, qmake

</> QtQuick/QML, Python, JavaScript

⚙ SQL, CSS, XML, JSON, Flask, Bash, SSH

⚙ cmake, Regex 📁 Git 🐧 Linux

🔌 RPi, NanoPi, Arduino, WiringPi

</> OOP, UML

TOOLS

</> QtCreator

📁 Redmine, Jira, Kanban

📁 Apache, Flask, Hugo, Jekyll

🖌 Inkscape, GIMP, \LaTeX

SOFT SKILLS

Teamwork, positive attitude, self-confidence, flexibility, mindfulness, creativity

INTERESTS

📖 StackOverflow admirer, 5K+

🖱 OpenSource enthusiast from 2007

📖 Exercism student

🐧 Linuxoid

📖 Reading 🎲 Board games

📁 Travelling, hiking 🚴 Cycling

🎮 Gaming, handled 🖌 Caligraphy

🔊 Sound producer, experimentator

