

Vadim Suboch

Software Engineer

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Experience

- 2020–current **Senior Software Engineer**, *Itmagiclab*, Taganrog.
I work on the team Neurotech. I build Brainbit, Calibri iOS Application. C++, Objective C, Swift on macOS.
- Implement *BrainBit* iOS app.
 - Implement *Calibri* iOS app.
- 2018–2020 **Senior Software Engineer**, *NeuroSDK/TechRound*, *BluetoothBLE/TechRound*, Taganrog.
I worked on the team that provides SDKs for medical devices. Mostly C++, Objective C, and Swift, on macOS mobile and console platforms.
- Implement iOS bluetooth API to neurosdk
 - The client APIs used by the other teams.
 - Support other teams
- 2016–2017 **Software Engineer**, *TechRound*, Taganrog.
Led the team that refactored and maintained iOS mobile games. *The Sims 3 World Adventures*, *NFS Most Wanted*, *SCRABBLE*. C++ and Objective C on MacOS.
- Managed a team of 2-3 engineers.
 - Implement new game features
 - Update old render system
- 2015–2016 **Junior Software Engineer**, *The Sims 3 World Adventures/TechRound*, Taganrog.
Jack-of-all-trades: gameplay, systems, tools, UI, networking, localization, audio.
- 2015–2016 **Junior Software Engineer**, *Face Detection App on board Odroid XU4/TechRound*, Taganrog.
I wrote face detection library and gstreamer plugin to make system that translate live video steam to client by network.

Miscellaneous Skills

Expert C++, Git, CMake
Intermediate Unix, Python, Swift, Objective C, OpenCL, OpenCV



Education

2015–2017 **MA Software Engineering.**

Institute of Computer Technologies and Information Security, Southern Federal University

2011–2015 **BA Software Technology for Learning .**

Institute of Computer Technologies and Information Security, Southern Federal University