Ivan Kotenkov

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Experience

Nov 2016 – present
Lead Software Engineer, *Yandex*, Moscow.
Development of Yandex.Browser's rendering engine.
- Participated in development of almost all Yandex.Browser features concerning rendering engine: in-page search, different APIs, selection, editing, etc.
- Landed multiple patches to Chromium.
- Conducted regular code reviews.
- Conducted multiple coding intreviews.

Sep 2014 – Oct 2016
Senior Software Engineer, *Yandex*, Moscow.
Development of Yandex.Browser's rendering engine.

Jul 2013 – Aug 2014
Software Engineer, *Yandex*, Moscow.
Development of Yandex.Browser's rendering engine.

Aug 2010 – Jun 2013
Software Engineer, *Lianozovo Electromechanical Plant*, Moscow.
Development of air traffic control systems.
- Developed an internal library for 3d object intersection detection.
- Developed a program for 3d object visualization.
- Built a connection between two systems using ASTERIX protocol.

Jul 2012 – Feb 2013
Remote C++ developer, *SimplyCeph*.
Wrote a program for modifying STL(STereoLithography) models - automated removal of unnecessary parts, hole searching.

Technical skills

- *Programming languages*: C++, Python, Java, JavaScript
- *Operating systems*: linux, mac os
- *Version control*: git, svn
- *Other*: gdb, lldb, vim, bash, tex

Education

2005 – 2012
Specialist degree, *Moscow State University*,
Department: mechanics and mathematics,
Specialization: applied mathematics.