

Curriculum vitae

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Name: Korepanov Vyacheslav Aleksandrovich

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Birth date: 16.03.1993

Location: Russian Federation, Samara

Skills

- *C/C++*: application of C++ from 2011. Commercial usage from 2014. Knowledge of C++ from C++98 to C++17. Crossplatform development (GNU/Linux, OS X, Windows). Active usage of STL.
- *OS X*: application from 2017. Development on Objective C, C++, Swift.
- *Libraries*: Qt (UI, multithreading, network usage, IO with COM port, etc.), Qwt (visualization), boost-asio (network programming), gmock + gtest (for testing), KDChart (Gantt chart), qscintilla (script editor integration to a Qt application), OpenCV (basic knowledge of image recognition and algorithms), DCMTK (reading and rendering of DICOM files), VTK (3D rendering with raycasting, multiplanar rendering of DICOM), pistache (HTTP server). OS X libraries: Cocoa, Foundation, PromiseKit, Sparkle.
- *Software usage*: cmake, cppcheck, docker, doxygen, git, make, meson, pandoc, qmake, valgrind, vim, etc. Worked on operating systems: OS X: Sierra, High Sierra, Mojave; GNU/Linux: Gentoo, Exherbo, Fedora, OpenSUSE, Ubuntu, Debian, Astra Linux.
- *Administration*: basic network setup, tun, tap, bridge, etc. Basic deploy of HTTP, PHP and proxy on nginx web server, deploy of teamcity.
- *Web*: basic knowledge of HTML, css, javascript, sass, pug, nodejs, webpack, typescript, hakyll.

Work experience

October 2013 - March 2014: IPUSS RAN Laboratory technician

Work: software development for STM32F4 microcontroller. Data transfer from eddy current sensor to PC using UART. Data visualization on the plot.

June 2014 - October 2017: Networkcentric platforms

Software engineer / Senior engineer

Work: development of crossplatform software (Windows and GNU/Linux). Software design and implementation of user interface, work with postgresql, programming of multi agent system and business logic.

November 2017 - May 2019: Formal Technology

Software engineer

Work: development of color correction plugins for OS X. Design and implementation of a code used for unite different APIs towards a single one (FxPlug, Adobe Premiere API, OFX). Design and implementation of user interface using Swift (Cocoa framework). Work with package installer, plist files, xcode build system.

August 2019 - present: Sirius Samara Software engineer

Work: design and implementation of DICOM viewer. 2D, 3D, multiplanar reconstruction, look up tables, PACS connection. Frontend part written on typescript, pug, sass. backend part uses C++ for rendering and node js for access to API of external services.

Education

2010 - 2015: Povolzhskiy State University of Telecommunications and Informatics
Specialization: software engineer.

Certificates

Multithreading programming on C/C++ (2017):

<https://stepik.org/certificate/0b3794eabd5e2ec494cbb2e422d4f7088bda7963.pdf>

Functional programming on Haskell (2017):

<https://stepik.org/certificate/18cc65e14e590dcd14edb175921ea68c32cd66e1.pdf>

Introduction to Linux (2017):

<https://stepik.org/certificate/261de416bcfc228283bfc1d30d59acb1a185dd2d.pdf>

Multithreading in iOS (Swift) (2018):

<https://stepik.org/certificate/c4f257b51dd4e08f8439243e58a9ac7404fdfb7c.pdf>

JavaScript for beginners:

<https://stepik.org/certificate/012b1b138a787ac1ece2b5a1b7b580ac78c39e69.pdf>