

Roman Zimine

contact

roman@zimine.ca
437-580-4860

programming

C++, C, Go,
Java, JavaScript,
Python

technologies

Docker, Ember.js,
PostgreSQL, Redis,
Unreal Engine

interests

algorithms, artificial intelligence, distributed systems, game development, machine learning, systems programming

experience

05/14-03/16 **Game Developer, Radiant Entertainment Inc.**

Los Altos, CA

- As the third engineer on the **Rising Thunder** team, took the game from prototype to an active alpha with millions of played matches.
- Led the integration of GGPO with Unreal Engine to create the best online experience in any fighting game to date.
- Integrated fixed-point math into Unreal Engine, and wrote a deterministic, fixed-point collision system.
- Worked with a designer to create the in-game UI (Ember.js).
- Made significant contributions to the server code (Go, C++) to improve matchmaking and stability.

05/13-05/14 **Member of Technical Staff, VMware Inc.**

Palo Alto, CA

- Optimized and stabilized VMware Inventory Service for the vSphere 2015 release.
- Implemented internal query interface for vCenter.
- Reduced Inventory Service IO by 75%, total vCenter Server IO by 35%.

05/12-08/12 **Engineering Intern, VMware Inc.**

Palo Alto, CA

- Ported the back-end database of VMware Inventory Service from xDB to MongoDB.

05/11-08/11 **Engineering Intern, Google Inc.**

Mountain View, CA

- Designed and implemented code samples and documentation for the ST Coprocessor, an internal tool augmenting Megastore.

05/10-08/10 **Engineering Intern, VMware Inc.**

Palo Alto, CA

- Designed and implemented code samples for the vSphere Web Services SDK.

education

2008-2013 **Honours BCS, University of Waterloo**

Waterloo, ON

- Computer Science Major, Classical Studies and Philosophy Minors
- 88% GPA

projects

- Implemented a small RPC library in C++.
- Added virtual memory and system calls to OS161.
- Participated in the 2012 Global Game Jam, developing a game in C++.
- Made a tetris clone with one-piece AI in C++.
- Implemented a small compiler in C.