

LEAD C++ (DEVELOPER), 120 000 ГРН.

🔄 17 вересня 2019 📍 Місто: [Київ](#)

Вік: 32 роки

Режим роботи: повний робочий день, вільний графік роботи, віддалена робота

Категорії: IT, WEB фахівці, Консалтинг, Робота за кордоном

✓ Готовий до відряджень

Досвід роботи

senior c++ programmer

Ерам (Outstaff), Київ

01.2009 – 01.2019 (10 років)

Обов'язки:

Senior C++ developer

Experience:

Freelancer

May 2019 - Present (3 month)

Senior C++ Developer

Oct 2017 – May 2019 (1 yr 8 month)

Location: Praha, Czech Republic

EPAM Systems (epam_com)

Project: Internal bank product. Calculating trades from external financial markets.

Role: Full stack developer. Development of new features to support new financial tools and markets. Bugfixing on backend. Support microservice based service, with grid calculation.

Middle C++ Developer

Jan 2015 – May 2018 (3 yrs 5 month)

Location: Kiev

Project: Warface (MMO Shooter)

Crytek (rytek_com/)

Role: Development of regular core game feature. Bugfixing in core and

engine area. Investigate and improve latency critical components.

Integration Engineer

Apr 2014 – Jan 2015 (10 month)

Location: Kiev

Project: Warface (MMO Shooter)

Crytek (crytek_com/)

Role: Integration and fixing build for deploy on production. Bugfixing and integration of critical fix from next releases. Preparing releases for deploying. Development on new features with priority of quick deploying on production env. Support live production teams.

Junior/Middle C++ Developer

Feb 2013 - Apr 2014 (1 year 3 month)

Location: Kiev

Twodollarweb

Role: Support microservice game project in backend. Develop standalone modules for project with new game mode. Develop game logic, AI, bots.

Lua scripter

Jan 2013 - Jan 2013 (1 months)

Location: Kiev

ERS GAME STUDIOS (ersgamestudios_com)

Role: scripting for Hide and Click game.

Junior C++ Developer

May 2012 - Aug 2012 (4 months)

Location: Kiev

Intellect - Service, (intelserv_com)

Role: Develop frontend and backend features for accountant software. Bugfixing.

Trainee C++ Developer

Jun 2011 - May 2012 (1 year)

Habitus + (habitus_com_ua)

Role: Developing server application for parse, collect, report to CCTV

API xml data from cash machines. Process data, combine with CCTV system, provide full report about cash machine flow.

Education

Kyiv College of Communication (Kyiv)

Maintenance of computer networks Bachelor

Language skills

English - upper intermediate

Russian - native

Ukrainian - native

Projects:

Warface: MMO Free to Play shooter by Crytek. Using

- CryEngine. ~800 000 online on 4 territories. Combine PVE and PVP gameplay. MicroServices.

Internal bank project for calculating different financial tools from external financial markets with critical timing. High load distributed system, with fixed time limits for providing result.

QTPoker: distributed poker server. Scalable poker server, with many modules. All modules can run on different cluster machine, and with different count. Communication over modules: RabbitMQ. MicroServices.

MeDoc: accountant system for creating and sending electronic reporting. Monolith.

POS: Server application for gathering, parse, and storing data from security sensors. Monolith.

Rever: Distributed crossplatform task manager with client - server architecture. Monolith.

Освіта

ККС (Київ)

Спеціальність: КИ

повна вища, 01.1999 – 01.2009 (10 років)

Знання мов

Англійська - Високий рівень (вільно)

Додаткова інформація

Знання комп'ютера, програм: Objective: - I have more than 9 years experience in backend software developing for Windows and - Linux platform with 4 years as Team Leader. - I've worked on game developing, financial tools, clusters, distributed systems, high load and high risk systems, client - server communication, etc. - Experience in commercial monolith software for Windows and Linux platform. - Experience in GameDev backend and core features for big and live project. - Experience in microservices backend and architecture in financial project. High load and high risk system distributed system. Technologies: - Multithread, Microservices, OPP, C++11, C#, Python, STL, Boost, - RabbitMQ, MQ, Solace, GCC, Distcc, Clustering, Distributed computing, TCP/IP, UDP, - SVN, GIT, Perforce, MinGW, TDD, UnitTesting, CryEngine, XML, JSON. - DB: MySQL, MsSQL, Oracle, Coherence.