
KONSTANTIN

CONTACT INFORMATION

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EDUCATIONAL BACKGROUND

In 1999 I entered Moscow State University, Physics department. In 2002, I have left without getting a degree.

WORK EXPERIENCE

2011 - CURRENT — [IDA MOBILE](#)

I have been developing mobile applications for Windows Phone 7 and iPhone/iPad. I have created e.g. [Home Credit iPhone app](#), being the only client developer on the project.

2010 - 2011 — [BLUE ANT INTERACTIVE](#)

I have been developing a 3D virtual reality MMO social game. Server is .NET 4 + WCF running on Amazon EC2; client is Unity 3D plugin running in a web browser. I was the lead developer/architect on the project, both client and server.

2009 - 2010 — [SELF EMPLOYED](#)

I have been serving IT needs of a tiny privately held international company. I have created an ASP.NET web site, accounting software for Windows, and [mobile messaging software](#) for Windows. Most of the development was done in C#, a few components in C++/CLI and VB.NET.

2008 - 2009 — [VOGSTER ENTERTAINMENT](#)

Game developer. [I have been working](#) on "Robocalypse: Beaver Defense" WiiWare title, developing both the game itself (e.g. networking, pathfinding and GIF decoding components), and some tools for Windows (e.g. screenshot tool in C++, build server in ASP classic, game editors in C#).

2006 - 2008 — [ALIGN TECHNOLOGY](#)

3D developer (C++) in the fabrication department. Most of the software I created there takes 3D geometry on input, processes it, and converts to instructions for the specific industrial hardware. The processing involved lots of operations on triangle meshes and/or splines, multi-dimensional optimization, huge datasets processing and other complex problems, all had to be solved for reasonable time on the cluster of regular 32-bit Windows PCs.

2005 - 2006 — [VEDA PROJECT](#)

Game developer (C++). I extended the 3D engine functionality by developing custom plugins using C++, and created the client-side game logic (including interaction with the game server). I also developed plug-ins for Macromedia Director (so called "MOA XTRAs"), and export plug-in for 3D Studio Max.

2002 - 2005 — [QUEST SOFTWARE MOSCOW](#)

C++/VBScript developer. I developed, deployed and supported many custom solutions for ActiveRoles Server. I performed requirements management and risk management activities, as well as the development itself. The largest project was an internal security accounts system for MSN.

2000 - 2002 — [AMPHORA QUALITY TECHNOLOGIES](#)

C++ developer/software quality engineer.

PROFESSIONAL SKILLS

PROGRAMMING LANGUAGES AND LIBRARIES

PERFECT

C/C++ – MSVC 6.0-11.0, ATL, COM, Win32 API, MSXML (both DOM and SAX), windows sockets; multithreaded and parallel programming.

C# – .NET framework up to 4.5, Windows Forms, LINQ, ESENT, Unity 3D, WCF, Silverlight, Windows Phone 7-8, entity framework, async-await.

Objective C – xCode 4, and numerous iPhone OS SDKs including UIKit, core text, core data, core location, and grand central dispatch.

GOOD

C/C++ – STL, MFC, XSLT (MSXML only), ADODB, OpenGL, Direct 3D 9, Nintendo Wii SDKs.

C# – ASP.NET, Web Forms, ASP.NET MVC.

VBScript, Jscript – ASP classic, client-side scripting for web pages and administrative scripts. ADODB, ADSI, WMI, CDOEX, MSXML, XSLT, HTA.

Assembler – Intel x86 platform (MASM, NASM, reverse engineering).

MEDIOCRE

C/C++ – PalmOS, Windows Mobile 5, Windows Phone 8 and Linux development.

Assembler – for Motorola COP8 and Intel MCS51 8-bit embedded platforms, reverse engineering for x86, AMD64 and ARM.

C# – Windows Mobile 5, PowerShell, XNA, WPF.

JavaScript – JQuery, HTML5.

PHP (windows only), Java, Python, VBA, Power Shell, a few other scripting languages.

MISCELLANEOUS TOOLS

Microsoft Visual SourceSafe, IMB ClearCase, Borland StarTeam, SVN, GitX for OSX & GitHub for Windows.

Microsoft Office 97-2011, Visio 2000-2010.

Maple 5.

In addition, I have experience with the following tools: Adobe Photoshop, Paint .NET, 3D Studio Max, Adobe Audition, Steinberg CuBase, DataRescue IDA, VMware workstation/GSX server, balsamiq mockups, and many others.

SYSTEM ADMINISTRATION

Windows Servers: NT4, 2000, 2003 and 2008 R2 – installation, troubleshooting and support. System installation, Active Directory promotion and configuring the typical server components: DHCP, DNS, MS Terminal Services, IIS, Hyper-V.

General networking (windows clients up to Windows 8, network routers, VPN, VoIP, WIMP stack).

Exchange Server 5.5–2010; MS SQL Server 2000-2008 R2.

NATURAL LANGUAGES

English – fluent.

Russian – native.

Ukrainian – spoken only.

Montenegrin – basic.
