

---

# KONSTANTIN

---

## CONTACT INFORMATION

---

---

E-mail, Skype: [soonts@live.com](mailto:soonts@live.com) Web: <http://const.me> <https://github.com/Const-me>

## WORK EXPERIENCE

---

---

### 2013 – CURRENT — FREELANCE DEVELOPER (REMOTE)

---

I have completed various software development projects for international clients. I'm occasionally [using upwork](#), others pay me directly.

Notable projects include UI test automation framework for Windows phones (C#, C++/CX). Barcode recognition SDK (C#, C++, Media Foundation). GIS software for Windows CE (mostly C++, complex near realtime algorithms operating on [SRTM dataset](#) running on a slow 400MHz CPU). A device firmware based on Debian ARM Linux kernel (C++, DRM/KMS, GLES, [NanoVG](#), C#, .NET Core). Tool to acquire & preprocess data from a third-party AAA videogame for the purpose of machine learning & autonomous driving (C++, Direct3D 11, shader assembly, stream output). Desktop software for DLP 3D printer (3D is C++, 2D parts are in C#; complex vectorized code for high quality anti-aliased slicing, optical distortion compensation, supports generation; nice looking rendering with Direct3D 11 + HLSL).

### 2011 – 2013 — [IDA MOBILE](#) (REMOTE)

---

I have been developing mobile banking clients for Windows Phone (C#) and iPhone/iPad (Objective C). Developed Home Credit app, participated in other company's projects.

### 2010 – 2011 — BLUE ANT INTERACTIVE

---

I have been developing a 3D virtual reality MMO social game. Server was .NET 4 + WCF running on Amazon EC2; client was Unity 3D plugin running in a web browser, both C#.

### 2009 – 2010 — FREELANCE DEVELOPER

---

I have created an ASP.NET web site, accounting software for Windows, and [mobile messaging software](#) for Windows. Mostly C#, a few components in C++/CLI and VB.NET.

### 2008 – 2009 — [VOGSTER ENTERTAINMENT](#)

---

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

### 2006 – 2008 — [ALIGN TECHNOLOGY](#)

---

3D developer (C++) in the fabrication department. Most of the software I created there took 3D geometry on input, processed it, and converted to instructions for specific industrial hardware to manufacture those items. The processing involved lots of operations on triangle meshes and splines, multi-dimensional optimization, huge datasets processing and other complex problems, all had to be solved within reasonable time on a cluster of commodity 32-bit Windows machines. Also programmed some industrial robots & CNC machines (ABB, Chiron, Fanuc).

### 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 custom solutions for ActiveRoles Server. The largest project was an internal security accounts system for MSN.

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

C++ developer/software quality engineer, the notable project was laser microscope [software](#).

---

---

## PROFESSIONAL SKILLS

---

---

### PROGRAMMING

---

#### PERFECT

---

System design, OO design, multithreaded and parallel programming, TCP/IP networking.

C/C++ – MSVC 6-15 incl. C++/14 and 17, STL, ATL, COM, Win32 API.

C# – .NET 3.5-4.6, LINQ, WPF, async-await.

#### VERY GOOD

---

C/C++ – MFC, C++/CX, WinRT, OpenGL, Direct 3D, Media Foundation, Windows Phone 8+. OpenMP, performance optimization, SSE & AVX SIMD.

C# – Windows Forms, WCF, Silverlight, [ESENT](#), Windows Phone 7-10, Windows CE embedded.

#### SOME EXPERIENCE

---

C/C++ – OSX, Windows CE, ARM Linux incl. Neon SIMD, Nintendo Wii, AVR (Arduino), Intel MCS51.

Assembler – x86, amd64, ARM.

C# – PowerShell, XNA/MonoGame, Unity3D, ASP.NET MVC.

Objective C – xCode 4, numerous iOS SDKs.

Python, VBA, VBScript, ASP classic, JavaScript, Power Shell, HLSL, CUDA.

#### NON-PROGRAMMING

---

Microsoft Visual SourceSafe, IMB ClearCase, Borland StarTeam, SVN, Git.

MS Office 97-2013, MS Visio 2000-2010, Maple 10-18.

In addition, I have experience with the following tools: Adobe Photoshop, 3DS Max, DataRescue IDA, VMware, balsamiq mockups, and many others.

#### SYSTEM ADMINISTRATION

---

Windows Servers: NT4, 2000, 2003 and 2008 R2 – installation, troubleshooting and support. System installation, configuring DHCP, DNS, Active Directory, MS Terminal, IIS and Hyper-V servers.

General networking (windows clients up to Windows 10, 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

Montenegrin – spoken