

Victor Shutemov

SOFTWARE ENGINEER

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(12.00–17.00 p.m. CET)

SUMMARY

- 7+ years of experience developing mobile applications, including games and financial tools with the focus on 3D graphics, app performance, security and reliability;
- Extensive hands-on knowledge of the full software development life-cycle (SDLC);
- Passion for computer graphics and mobile technology.

SKILLS

Programming languages

Advanced-level knowledge of C++, solid Java background, extensive working familiarity with C# and Objective-C, working knowledge of Python and PHP.

Integrated development environments (IDEs)

Android Studio, XCode, Eclipse, MS Visual Studio, QT Creator, NetBeans.

Protocols

TCP/IP, Sockets, HTTPS, REST, SOAP, JSON, Google protobuf.

Android/iOS

JNI, OpenGL-ES, multi-threading, lifecycle, sensors, multi-touch, NDK, MediaPlayer, performance tuning, code profiling, resolving memory issues, layout design, fragments, Firebase, Fabric, IAP, GPG Services, Admob.

Version control, bug tracking and issue tracking

git, github, SVN, Bugzilla, Jira, Redmine.

RDBMS and data storage

- MySQL, MariaDB, SQLite, Oracle, SQL queries;
- Sound relational algebra fundamentals.

Computer graphics

- Thorough understanding of the OpenGL pipeline, incl. OpenGL-ES 2.0 and GLSL 1.0;
- Experience in 3D modeling, vertex optimization and low poly modeling using Blender 3D;
- Experience in creating bitmap and vector textures using Gimp and Inkscape;

- My Computer Graphics Course Project was recognized as the Best Student Work in 2010.

Software development practices

- Good knowledge of OOP principles, design patterns, data structures and algorithms;
- Thorough understanding of SDLC and Agile Development methodologies (Scrum);
- Long-time Linux and Mac desktop user with expert-level knowledge of these OS;
- Experience in test-driven development (TDD) and continuous integration (CI);
- Experience writing unit and functional tests using JUnit, Mockito and Espresso.

RELEVANT WORK EXPERIENCE

Independent Android/iOS Developer

2014 – present

Designed and developed cross-platform Android and iOS games using C++/OpenGL-ES. App portfolio is available at <http://shutemov.com>.

Mobile Application Developer, MobiPlas Ltd., Moscow, Russia

2011 – 2013

- Worked in a team of 20, utilizing an agile development process, source control and bug/issue tracking systems;
- Developed several E-Finance apps from scratch including Balance+ widget (Android), Utility Bill Scanner (iOS, Android), Platfon (WM6) and Platfon (WP7), redesigned and rebuilt the existing Platfon (Android) app, maintained and added new features to the existing Platfon (iOS), Platfon (Android) and Azbuka Vkusa (iOS) apps;
- Designed and integrated a SOAP based middleware transport protocol for financial operations and implemented a lightweight Google protobuf / REST gateway for mobile apps.

Software Engineer, Chelyabinsk State University, Chelyabinsk, Russia

2005 – 2007

- Implemented several apps for university research projects (built on C++/QT platform) and developed software for Learning Process Management System and Interactive Student Rating using C#, VB and JavaScript;
- Conducted research in Reversi game AI algorithms based on Alpha-Beta pruning and heuristic analysis.

EDUCATION

Bachelor's Degree in Software Engineering,

2007-2011

Moscow State Technological University (MSTU) Stankin, Moscow, Russia.