

Victor Shutemov

SOFTWARE ENGINEER

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(9.00–12.00 PST)

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 mobile technology and computer graphics.

SKILLS

Programming languages

Advanced-level knowledge of C++ and Java, 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

Experience with 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;
- 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 with unit and functional tests using JUnit, Mockito and Espresso, TDD and CI.

RELEVANT WORK EXPERIENCE

Consultant Software Engineer, Segula Technologies AB, Gothenburg, Sweden

July 2018 – Present

- Took on a Senior Android Developer role at CEVT, subsidiary of Geely, building infotainment and other software for Lynk&Co smart connected cars.

Independent Android/iOS Developer

2014 – 2018

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 payments and E-Finance apps for mobile platforms, including Android, iOS, and WP7. Architected and built several applications from scratch.
- 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.