

# Senior C++ developer

Location: [Minsk, Belarus](#) 

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## About Me:

Senior C++ developer with 8 years experience in software analysis, application development, debugging multi-threaded applications.

### Key technologies:

ANSI C/C++/C++11, STL,  
Boost, MFC, ATL, POSIX, Win32  
API, COM, GDI, Python, C#,  
SQL, PL/SQL, HTTP, HTTPS,  
XML, XSD, XSLT, XPath, HTML,  
CSS.

### Work experience:

8 years

### Finished projects:

4

## Summary:

Experienced C/C++ developer. Participates in the development of requirements analysis, design, development, testing of modules and integration. Experience with the Principles of Software Development. I am engaged in debugging and troubleshooting, documenting and implementing standards.

# Projects

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## Software, Belarus

Senior C++ developer, duration 09.2017 – till now

### Description:

The company has developed weight loss applications that have earned a leading position in the health and fitness category and in total have attracted more than 65 million users worldwide. The key to their success is to provide simple weight loss solutions that are personalized to ensure optimal results for users. After a light run, fitness and workouts, people fulfill their weight loss ambitions and stay on track.

### Team:

7 developers,

3 QA engineers,

1 project manager.

### Duties:

- Architecture and developing API for mobile application on or all levels: from server hardware to API endpoints, DBA, DevOps activities.

### Technologies:

C++, Amazon, SQL, Python, Falcon, Hug, PyCharm, Ansible, Alembic, Postman, Linux, Mac OS X.

# Software, Belarus

C++ developer, duration 02.2016 – 08.2017

## Description:

The company's services include the development of software products and solutions, the development of applications for mobile devices, IT consulting, testing services, database development and services for working with IT infrastructure. One of the unique areas of activity is information security management and event analysis.

## Team:

6 developers,

2 QA engineers,

1 project manager.

## Duties:

- Creating ETL for loading data from different sources (CSV, Excel files, text files) for Hadoop/Azkaban based system;
- User analytics for better sales in large shop and boutique network.

## Technologies:

C++, Python, Snowflake, Amazon (S3, AWS), SQL, Azkaban, PyCharm, PostgreSQL, Amazon AWS, S3 Amazon service, Linux.

# Mobile game, Belarus

C++ developer, duration 10.2014 – 02.2016

## Description:

This project is a client-side massively multiplayer online game in the genre of arcade simulator in the historical setting of the Second World War. Developers of the game positioned this game as a massively multiplayer online game in the genre of action with elements of role-playing game, shooter and strategy. The concept of this project is based on team tank battles in PvP mode.

## Team:

6 developers,

2 QA engineers,

1 project manager.

## Duties:

- Creating of a new game scenario (game modes);
- Creating of new interactive objects on game maps.

## Technologies:

C++, Python, DAVA Framework, Tools: Visual Studio, PyCharm, Windows, Linux.

# Distribution system plugin, Belarus

C++ developer, duration 02.2013– 09.2014

## Description:

A project with a large (several millions) number of distribution copies.  
Disk, memory and time critical work with data.

## Team:

6 developers,

2 QA engineers,

1 project manager.

## Duties:

- Development of software;
- Implementing new features;
- Optimization;
- Stabilization.

## Technologies:

C++, Win32 API.