



PERSONAL DETAILS

Last Name: Kalujny
First Name: Ilya
Position: Software Engineer
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FOR DEVS [HTTPS://GITHUB.COM/IK80](https://github.com/IK80)

SUMMARY

10+ years of commercial software development experience. Primary skills are C/C++, networking, multithreading, optimizations, development for Linux platform.

Extensive experience with US based companies like EA, SNEI, SOE

TOOLS AND TECHNOLOGIES

Hardware

Primarily IBM PC and compatible

Software

Operating Systems Primarily Linux, some Windows and game consoles.

Design and development Methodologies Scrum, TDD, Unit testing, use of UML and Design Patterns

IDEs and toolsets Eclipse, makefiles, cmake, gdb, valgrind, perf, heaptrack, also some MSVC/TSF

DBMS Mysql, Yandex.Clickhouse

Technologies and libraries STL, Boost.org libraries (theads, asio), protobuf, ragel, JNI integration

PROJECT EXPERIENCE

Sept. 2017 -
present

Wargaming.net, Saint-Petersburg, Russia

Position: Senior Software Engineer

Project: Unannounced

Technologies: C/C++, Linux

Responsibilities: Designing and developing server side for an upcoming MOBA game from Wargaming.net

Dec. 2016 –
Sept. 2017

Netwrix Corp., St. Petersburg, Russia.

Position: Senior Software Engineer

Project: DFS audit

Technologies: C++

Responsibilities: Developing Microsoft DFS audit subsystem for Netwrix Auditor suite.

June 2014 –
December 2016

Adriver.ru, St. Petersburg, Russia.

Position: Senior Software Engineer

Project: Adriver.ru core

Technologies: C++, boost.org libraries

Responsibilities: Working on the core components of the Adriver.ru internet advertisement RTB system for Linux platform.

January 2014 –
April 2014

GridGain Inc., St. Petersburg, Russia.

Position: Senior Software Engineer

Project: GridGain, C++ API

Technologies: C++, boost.org libraries

Responsibilities: Optimized and improved GridGain C++ client libraries for Linux platform.

July 2007 – **Sperasoft, Inc., St. Petersburg, Russia.**
January 2014

Position in the project: Senior Software Developer (credited)
Project: FIFA 14 next gen
Technologies: C++, PS4 SDK, XDK
Responsibilities: Worked on several features in carrer mode of the game

Position in the project: Lead Software Developer (credited)
Project: FIFA 13
Technologies: C++, PS3SDK, XDK
Responsibilities: Lead the refactoring effort for one of major features in game's frontend

Position in the project: Lead Software Developer (credited)
Project: FIFA Street
Technologies: C++, AS, PS3SDK, XDK
Responsibilities: Responsible for delivery of World Tour feature in the game.

Position in the project: Lead Software Developer
Project: SNEI.QA
Technologies: Core Java, JEE Web
Responsibilities: Responsible for supporting automated testing framework for a number of portals deployed by SNEI

Position in the project: Software Developer, Lead Software Developer
Project: SOEMON
Technologies: C++, Boost.org libraries, distributed computing, Core Java
Responsibilities: As a lead of medium-sized team, developed and supported distributed real-time monitoring framework used by SOE for Linux platform to monitor their online titles.

August 2003 – **Envion Software Ltd., St. Petersburg Russia**
July 2007

Position in the project: Software Developer
Project: Transparent Language BYKI (R), SDE2000, etc
Technologies: Win32, MFC/WTL, WinSock
Environment: Windows, Windows Mobile, PalmOS
Responsibilities: Development and support for SDE2000 (Transparent Language proprietary content creation toolset). Development of BYKI for Windows, Windows Mobile and PalmOS platforms.

EDUCATION AND QUALIFICATIONS

2003 **Saint-Petersburg State University**
Department of Applied Mathematics

TRAINING COURSES AND CERTIFICATIONS

2001 State English language courses

2009 Sun Java 6 certified

2017 Coursera: Deeplearning.ai by Andrew Ng et. al

OTHER SKILLS

Languages

	Speaking	Writing	Reading	Understanding
English	Fluent	Upper-Intermediate	Upper-Intermediate	Upper-Intermediate