



PERSONAL DETAILS

Last Name: Kalyuzhnyy
First Name: Ilya
Position: Lead Software Engineer
Email: kalujny@gmail.com
Phone: +7 911 2353827

SUMMARY

10+ years of commercial software development experience, including distributed network applications development, desktop applications development, web solutions development and recently, game development. Strong skills in C++ and Java.

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

TOOLS AND TECHNOLOGIES

Hardware	IBM PC and compatible	
Software	Operating Systems	Windows, Linux, PS3, PS4, XBOX360
	Design and development Methodologies	TDD/Unit testing, use of UML and Design Patterns
	IDEs and toolsets	MSVS, Eclipse, makefiles, cmake, gdb, valgrind, etc.
	Relational DBMS	Mysql
	Technologies	STL, Boost.org libraries (theads, asio), XML DOM/SAX, HTTP ,SOAP, Win32, MFC, winsock, etc.

PROJECT EXPERIENCE

June 2014 – present

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.

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.

July 2007 – January 2014

Sperasoft, Inc., St. Petersburg, Russia.

Position in the project: Senior Software Developer (credited)

Project: FIFA 14 next gen

Technologies: C++, PS4 SDK, XDK

Responsibilities: Worked on several features in career 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 to monitor their online titles.

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

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.

May 2003 – February 2004 **“Edu-Data” Ltd., for «Forest Technologies» Ltd., St. Petersburg Russia**

Position in the project: C++ Developer
 Project:
 Technologies: C++, WTL, MFC, XML, WINSOCK, HTTP, ADO, OLEDB
 Responsibilities: Application development, primarily network and DB enabled tools.

July 2002 – May 2003 **«Axios SPb» Ltd, for «Rescue Tool Technology» Ltd., St. Petersburg Russia**

Position in the project: Windows C++ Developer
 Project: <http://www.drive-image.com/>
 Technologies: C++, WTL.
 Responsibilities:
 GUI front-end development for R-Drive Image information backup system..

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

OTHER SKILLS

Languages

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

