



## PERSONAL DETAILS

**Last Name:** Kalujny  
**First Name:** Ilya  
**Position:** Software Engineer  
**Email:** [kalujny@gmail.com](mailto:kalujny@gmail.com)  
**Phone:** +7 911 2353827

**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

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## TOOLS AND TECHNOLOGIES

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### 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 ( threads, asio ), protobuf, ragel, JNI integration

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## PROJECT EXPERIENCE

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Sept. 2017 -  
present

**Wargaming.net, Saint-Petersburg, Russia**

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Position: Senior Software Engineer

Project: Unannounced

Technologies: C/C++, Linux

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

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Dec. 2016 –  
Sept. 2017

**Netwrix Corp., St. Petersburg, Russia.**

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Position: Senior Software Engineer

Project: DFS audit

Technologies: C++

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

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June 2014 –  
December 2016

**Adriver.ru, St. Petersburg, Russia.**

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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.

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January 2014 –  
April 2014

**GridGain Inc., St. Petersburg, Russia.**

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Position: Senior Software Engineer

Project: GridGain, C++ API

Technologies: C++, boost.org libraries

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

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**July 2007 –  
January 2014**

**Sperasoft, Inc., St. Petersburg, Russia.**

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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

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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

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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.

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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

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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.

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**August 2003 –  
July 2007**

**Envion Software Ltd., St. Petersburg Russia**

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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.

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## EDUCATION AND QUALIFICATIONS

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

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## TRAINING COURSES AND CERTIFICATIONS

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**2001**      State English language courses

**2009**      Sun Java 6 certified

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

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## OTHER SKILLS

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### Languages

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	Speaking	Writing	Reading	Understanding
<b>English</b>	Fluent	Upper-Intermediate	Upper-Intermediate	Upper-Intermediate