






Dmitry Hrabrov

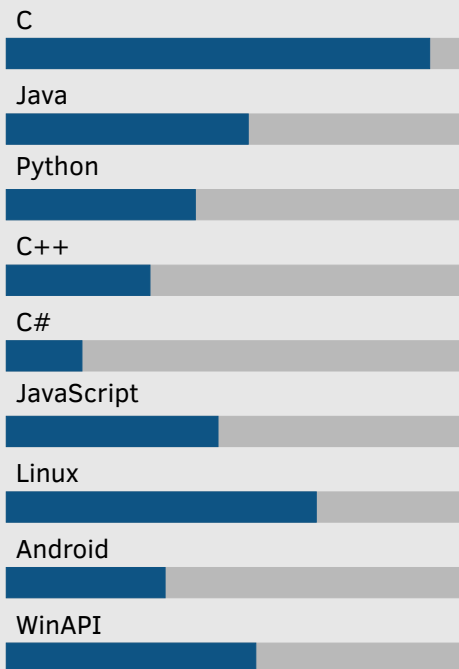
2K Czech / Hangar 13
Build System Programmer

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About me

I've been in the game development since 2014. The first game was made on the RenPy engine. Others were made in the pure C. I totally love C language and have been using it more than 10 years. The main skill is making crossplatform applications. My personal dream is to make fun computer games that people will like.

Skills



Education

- 2012-2016 Post-Graduation Course, IT Gomel State Technical University
Research topics: Pseudorandom sequences generators on cellular automata; local Wi-Fi positioning.
- 2011-2012 Master of Engineering Science, IT Gomel State Technical University
- 2006-2011 Bachelor of Science, IT Gomel State Technical University
- 2004-2006 Graduate Gomel state regional lyceum
Specializing in mathematics and Informatics, Olympiad programming
Received knowledge: recursion, Dijkstra's algorithm, quick sort, hash tables, minimal spanning tree, binary heap, etc.

Publications

More than 40 scientific publications in Russian. Including: 5 articles in scientific magazines, 4 patents, participation in competitions, many conferences materials.

Game Development Experience

- 2016-2017 Wordlase <http://store.steampowered.com/app/602930>
A word puzzle game, written in C.
Used technologies: ansi C, libc, Nuklear, JSON, gzip, Python, SDL.
C code lines: ~5k. Python code lines: ~1k.
- 2015-2016 Winter Novel <http://store.steampowered.com/app/485350>
A visual novel ASCII game, written in low-level C.
A lot of functions were reimplemented. "printf" for example (to have colors on all platforms). Used technologies: ansi C, no libc, WinAPI/SDL, OpenGL, Android. Strict Ansi C89.
Project size: ~20k source code lines.
- 2014-2015 One Manga Day <http://store.steampowered.com/app/365070>
A short visual novel originally written in Russian. The game is written in Python (RenPy engine). Music is self-made in Magix Music Maker. Graphics is made in Manga Maker Comipo.
Source code: <https://github.com/DeXP/onemangaday>

Other Experience

- 2012-2017 Teacher at Gomel State Technical University <https://www.gstu.by>
Assistance in the following courses: Lisp, AI, Algorithmization, Object-oriented programming, Java, CAD-systems, Databases, Operation systems, Networks, Cloud computing.
Teaching at University's Android game development course.
- 2012-2014 Hardware developer <https://www.gstu.by>
Working directly with flash memory, USB protocol, Pic8 controllers, STM ARM controllers, Xilinx FPGA. The same code worked on Linux, Windows and Pic-controller. Technologies: C, C++, VHDL, Qt.
- 2009-2012 PHP developer <https://www.livemaster.ru>
Both front-end and back-end. Implementation of help-system with AJAX administration/moderation interface. Technologies: PHP, MySQL, JavaScript, AJAX, HTML, CSS, memcached, Linux.

Interests: Linux, Games, Programming, Hardware, Fantasy books, Martial arts.
Languages: Russian (native), English (upper-intermediate), Belarusian (native).
For more detailed information see my LinkedIn profile.

Links

- LinkedIn: <https://www.linkedin.com/in/dexperix>
- GitHub: <https://github.com/DeXP>
- Steam: <http://steamcommunity.com/id/dexp>
- Games: <http://store.steampowered.com/search/?developer=DeXP>
- Google Play: <https://play.google.com/store/apps/dev?id=7932817826050175353>