






Dmitry Hrabrov

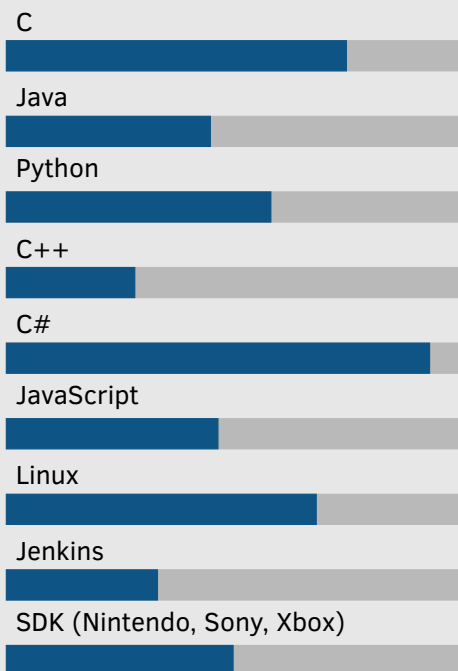
Bohemia Interactive
Senior Programmer

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About me

I am in game development since 2014. I started as an indie developer with 3 games on Steam. I was employed by 2K Czech in 2017. It provided me a lot of experience with modern technologies and platforms. I'm constantly improving my skills and experience.

Skills



Education

- 2012-2016 Post-Graduation Course, IT Gomel State Technical University
Topics: Pseudorandom sequences generators; 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 Lyceum Graduate Gomel state regional lyceum
Specializing in mathematics and informatics, Olympiad programming

Scientific Publications

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

Enterprise Game Development

- 2022 VIGOR <https://www.bohemia.net/games/vigor>
Outlive the apocalypse, Vigor is a free-to-play looter shooter game. *Bohemia Interactive - Senior programmer.* Build system: Jenkins.
Details: I automated various processes affecting game builds, patching, storage, monitoring, and uploading to several clouds.
Technologies: Python, Powershell, JenkinsScript, Groovy, Windows, Linux, PlayStation, Xbox, Nintendo Switch, OwnCloud, AWS, SlackAPI.
- 2017-2021 Mafia: Definitive Edition <https://mafiagame.com/mafia>
Part one of the Mafia crime saga. Remaster of golden classics. *2K Czech - Build system Programmer.* Build system: own.
Details: Various parts of the build system were implemented by me. I integrated Steam and Epic Games into our build pipeline. I was supporting content and executables build for all platforms.
Technologies: C#, LINQ, MSSQL, MSBuild, Powershell, Batch, ASP.NET, WinForms, WPF, DevExpress, Telerik, JavaScript, Node.JS, Jira API, Steam, Epic Games, Nintendo, PlayStation, Xbox.
- 2017-2019 Borderlands: HD Texture Pack <https://store.steampowered.com/app/941180>
Ultra HD textures DLC for Borderlands 1&2. *2K Czech - Build system Programmer.* Build system: Bamboo.
Technologies: NAnt, Batch, PlayStation, Xbox, Windows.

Independent Game Development

- 2016-2017 Wordlase <https://store.steampowered.com/app/602930>
A word puzzle game, written in C. *Technologies:* ANSI C, libc, Nuklear, JSON, gzip, Python, SDL, Windows, Mac OS X, Linux, Android.
C code lines: ~5k. Python code lines: ~1k.
- 2015-2016 Winter Novel <https://winternovel.dexp.in>
A visual novel ASCII game, written in low-level C. *Technologies:* strict ANSI C89, no libc, WinAPI/SDL, OpenGL, Android. ~20k code lines.
- 2014-2015 One Manga Day <https://onemangaday.dexp.in>
A short visual novel written in Python (RenPy). Published to Steam and Google Play. Source code: <https://github.com/DeXP/onemangaday>

Interests: Linux, Games, Programming, Hardware, Fantasy books, Social dancing.
Languages: Russian (native), English (upper-intermediate), Czech (intermediate), Ukrainian (pre-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: <https://store.steampowered.com/developer/dexp>
- Google Play: <https://play.google.com/store/apps/dev?id=7932817826050175353>