# Dmitry Hrabrov

Bohemia Interactive
Senior Programmer

- 5 October 1988
- Brno, Czech Republic
- +420775646928
- https://dexp.in
- dexperix
- soft@dexp.in

About me

I am in the 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 lot of experience with modern technologies and platforms. I'm constantly improving my skills and experience.

Skills

C

Linux

Java

Python

C++

C#

JavaScript

Android

WinAPI
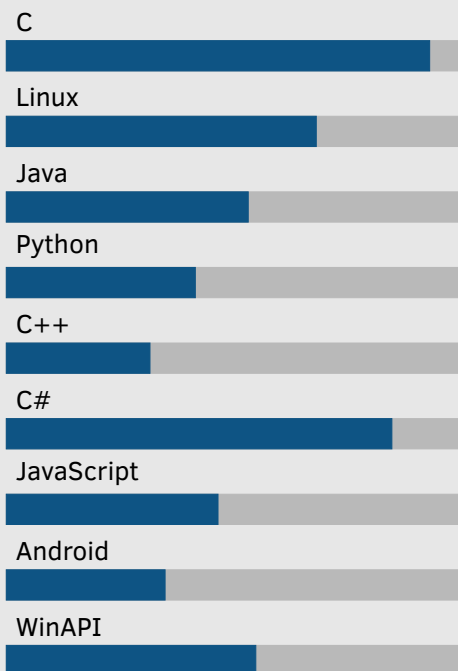
Education

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

Code samples / Tools

2017   dxTarRead   https://dexp.in/tools/dxtarread/
A minimalistic non compressed archive file readers written in ANSI C. Supported formats: GNU tar, PAX, GNU ar, Cpio (4 variants).

2015   dxPmdxConverter   https://github.com/DeXP/dxPmdxConverter
Simple PMD/PMX to MQO/OBJ converter written in ANSI C. Console version exists for: Linux, Mac OS X, Windows; both 32 and 64 bit.

Open source contributions

2016–2017   Nuklear   https://github.com/vurtun/nuklear/commits?author=DeXP
A single-header ANSI C gui library. My changes are mostly related to examples: adding new ones, adding new functionality to existent.
Used technologies: ansi C, OpenGL, OpenGL ES, SDL, GLFW, X11, GDI+, WinAPI, Emscripten, Linux, Windows, Raspberry Pi

2016   Tiled   https://github.com/bjorn/tiled/pull/1357
A generic tile map editor. I added an ability to convert property type. Used technologies: C++, Qt, Linux, Windows.

Game Development Experience

2016–2017   Wordlase   http://store.steampowered.com/app/602930
A word puzzle game, written in C. Game runs on Windows and Linux. Used technologies: ansi C, libc, Nuklear, JSON, gzip, Python, SDL. C code lines: ∼5k. Python code lines: ∼1k.
Open source part - Nuklear+: https://dexp.in/tools/nuklear-cross/

2015–2016   Winter Novel   http://store.steampowered.com/app/485350
A visual novel ASCII game, written in low-level C. Windows, Linux. A lot of functions were reimplemented. Used technologies: ansi C, no libc, WinAPI/SDL, OpenGL, Android. Strict Ansi C89.
Project size: ∼20k source code lines.

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