



# Dmitry Hrabrov

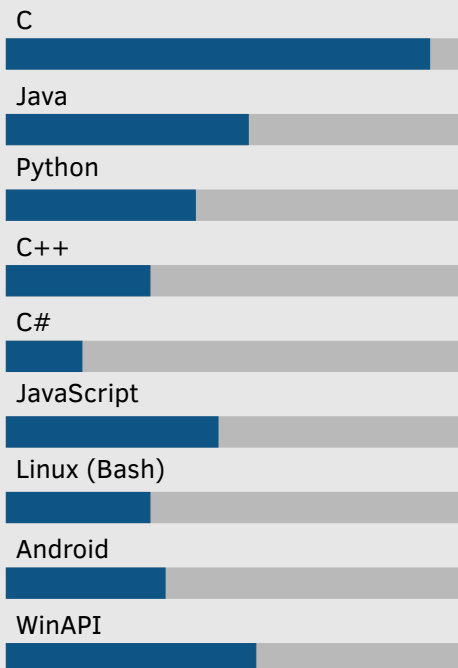
Indie game developer

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## About me

I've been in the game development since 2014. The first game was made on the RenPy engine (Python language). 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.

## Tools Development Experience

- 2015-2016 Winter Novel localization tool <http://store.steampowered.com/app/485350>  
Winter novel is a visual novel ASCII game, written in low-level C. The game available in Russian, English, Portuguese, Polish, Ukrainian and Japanese languages. The localization tool automatically collects all string literals, prepares it for automatical translation and voice acting. Also, it taking care of international differences (japanese kanjis for 2-symbol space for example).
- 2015 dxPmdxConverter <https://github.com/DeXP/dxPmdxConverter>  
PMD is a 3D-file format from MikuMikuDance program. OBJ is a commonly used format. Maximum conversation performance was a goal. File into memory mapping was used to speed-up IO-operations.

## Other Experience

- 2014-2017 Game Developer <http://store.steampowered.com/search/?developer=DeXP>  
Steam games: One Manga Day, Winter Novel, Wordlase.  
Technologies: Python, C, RenPy, JSON, XML, gzip, PNG, OGG, libc, SDL, WinAPI, Linux, Mac OS X, steamworks.
- 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. Main 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>