



# Dmitry Hrabrov

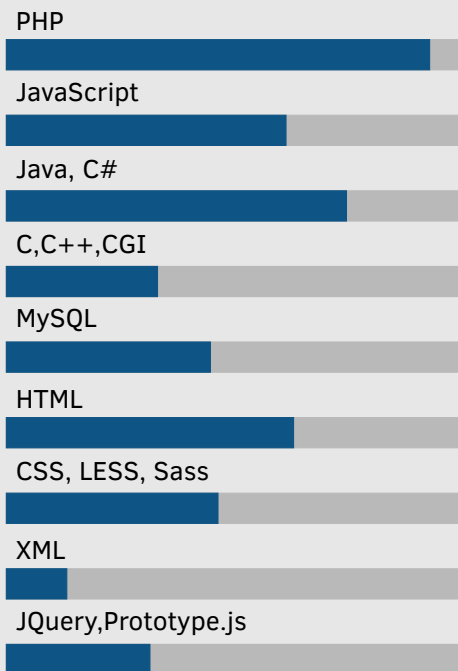
Bohemia Interactive  
Senior Programmer

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## 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



## 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.

## Web Experience

- 2011-2022 Home page <https://dexp.in>  
*Technologies:* Git, Jekyll, Sass, HTML5, CSS3, JavaScript.  
Source: <https://github.com/DexP/dexp.github.io>
- 2014-2015 One Manga Day game <https://onemangaday.dexp.in>  
*Technologies:* Git, Jekyll, Sass, HTML5, CSS3, JavaScript.  
Site and game sources: <https://github.com/DexP/onemangaday>
- 2009-2012 LiveMaster <https://livemaster.ru>  
Role: PHP developer. I did both front-end and back-end. Implementation of help-system with administration/moderation interface. AJAX picture uploading with image crop. Prototype.js patch for local bugs. Pixel-perfect HTML and CSS layout. Written PHP and JavaScript code lines: ~10k. *Technologies:* PHP, MySQL, JavaScript, AJAX, Prototype.js, HTML, CSS, memcached.
- 2005-2011 Old personal website <http://dexperix.net>  
The engine is self-made, written in C++. Info stored in MySQL, with LaTeX-like syntax. *Technologies:* C++, MySQL, LaTeX, HTML, CSS.

## Other Experience

- 2017-2022 Enterprise Game Developer <https://dexp.in/games>  
Employers: 2K Czech, Bohemia Interactive.  
Games: Borderlands THC Ultra HD Texture Pack, Mafia: Definitive Edition, VIGOR.
- 2014-2017 Indie Game Developer <https://store.steampowered.com/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.

*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>