



Dmitry Hrabrov

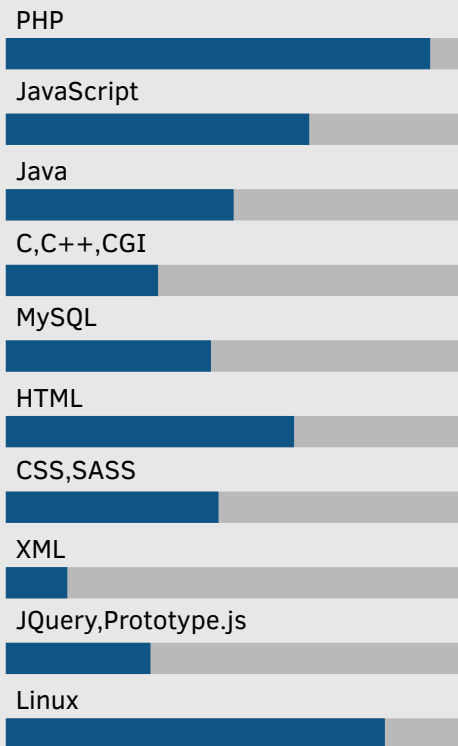
Indie game developer

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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.

Web Experience

- 2014-2015 Web developer <http://onemangaday.dexp.in>
The website for One Manga Day game.
Technologies: Git, Jekyll, SASS, HTML5, CSS3, JavaScript.
Site and game sources: <https://github.com/DeXP/onemangaday>
- 2009-2012 PHP developer <https://livemaster.ru>
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 Web developer <http://dexperix.net>
Old personal website. The engine is self-made, written in C++. Info stored in MySQL, with LaTeX-like syntaxis.
Used technologies: C++, MySQL, LaTeX, HTML, CSS.

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.

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>