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Objective

To become a vital part of an innovative team that redefines the meaning of computer-human interface by setting new standards of its efficiency, user-friendliness and aesthetics

Summary of Qualifications

- 8 years of using C++ and Object-Oriented Approach in software development.
Full-cycle: from analysis of customer requirements and the available technology, conceptual design and initial specs to implementation, debugging and testing to the release and support issues.
- 8 years of application programming for Microsoft® Windows (NT/2000/XP, 95/98/ME).
GDI, Window Management, Common Controls, COM, Automation, WinInet.
- 8 years of ARM-level command of C++ language, proven expertise in MFC library.
My own extension library comprises 50+ classes and 9K+ lines of highly reusable code.
- 7 years working with Windows NT/2000/XP resulting in detailed practical knowledge of its design principles, architecture and behavior.
Special emphasis on Virtual Memory, Multithreading and Debuggers.
- 7 years applying User-Centered design principles in GUI development.
Standard Windows GUI, Java/Swing, Web/DHTML, Multimedia and Speech applications.
- 6 years practically enthusiastic about Multimedia and Natural Computer-Human Interaction (CHI).
[Windows Media streaming](#), [Speech API](#), [DirectShow](#) filters, DirectX, digital video.
- 8 years long exposure to various aspects of Computer Graphics, e.g.:
3D Solid Modeling data conversion, [OLE for Design and Manufacturing](#);
Efficient 2D Raster Imaging, ICC-based color matching and color correction;
Printing and desktop publishing using, dynamic Internet imaging.

Professional Affiliations



ACM SIGGRAPH,
Member



SIGGRAPH Toronto
chapter, *Executive
Committee Member*



ACM SIGCHI,
Member



SIGCHI Toronto
chapter ([TorCHI](#)),
Member

Personal Traits

- I actively pursue new knowledge by communicating with colleagues and domain experts, attending professional forums, reading printed media, searching the Web.
- Aggressively innovative in everyday work, I am always eager to try cutting-edge methods and approaches, including the ones that I develop myself.
- Having friendly character ☺, I am ready to extend a helping hand, share my expertise and skills. I also like to lead and tutor junior teammates.

- Work Experience**
- Okino Computer Graphics, Mississauga, Ontario, Canada** August 1998 – present
Software Developer (contract)
Original development of the data [conversion module](#) for [Okino NuGraf rendering system](#) interfacing solid modeling CAD applications ([Solid Edge](#) and [SolidWorks](#)).
- Determination of the best trade-off between standard albeit incomplete [OLE for Design and Manufacturing](#) interfaces and proprietary Automation objects.
 - Import of complex hierarchical documents with full topology information and material property conversion (color, surface characteristics, and textures).
- OpenCola Ltd., Markham, Ontario, Canada** August 2001 – January 2002
Senior Software Developer
Design and implementation of highly interactive applications using OpenCola's peer-to-peer search and collaboration technologies under Windows XP.
- TrueSpectra Canada Inc., Toronto, Canada** October 2000 – July 2001
Senior Software Developer
Design support and implementation of various components of the [ImageTone](#), a Dynamic Internet Imaging Infrastructure developed by TrueSpectra.
- High-level analysis of customer requirements for the next major version of the authoring and management tools for the [ImageTone](#) network.
 - Leading developer in the Authoring Tools group: debugging and support, planning for, prioritizing and implementing new major functionality.
 - Working with the server team on improving server stability and implementing minor features to develop an understanding of how to improve its interaction with front-end.
- Telum Canada Inc., Toronto, Canada** September 1998 – October 2000
Senior Software Engineer
Software product design, specification and integration, GUI and system-level programming support for company's' Internet multimedia streaming and speech applications.
- Multimedia streaming application development using Windows [Media Format SDK](#)
 - [Microsoft Speech API \(SAPI\) 4.0](#) compliant C++ engine framework.
- Intelligent Systems (now ASD Group, Ltd.), Kyiv, Ukraine** January 1994 – May 1998
Leading Specialist
Design and implementation of [PostScript](#)-based printing solutions for Windows in C++/MFC.
- [ICC](#)-based color-management, printer setup library (API design and implementation).
 - GUI-intensive multi-format image viewer & imaging service bureau automation system.
- Education**
- Glushkov Institute of Cybernetics of Ukrainian Academy of Sciences, Kyiv, Ukraine**
- Graduate research (1992-1994) on "Facial animation modeling system".
- Department of Computer Science, Moscow State University, Moscow, Russia**
- Bachelor/Master degree diploma (1992) in Computer Science.
 - Strong academic background in operating systems design, programming methodology, parallel processing and computer graphics and animation.