**VOLODYMYR TRIAPICHKO**

**Cross-Platform Software Architect**

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[**http://wxwidgets.info**](http://wxwidgets.info)

[**http://mobile-developer.ru**](http://mobile-developer.ru)

[**https://github.com/T-Rex**](https://github.com/T-Rex)

**Summary**

Over 9 years of experience of application software development. Experience with all aspects of object-oriented programming. Expert on cross-platform software development with wxWidgets.

**Work Experience**

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| Since01/2008 | **Team Lead**IT-Dimension | Zaporizhzhya, UkraineAfter graduation started working as software architect at IT-Dimension. Managed a small team of software developers, implemented the architecture of several software systems developed by the company, developed several cross-platform C++ projects solely. Then switched to mobile development. Primary interests switched to Android coding, management of mobile projects with Web backend for iOS, Android and Windows Phone. Continued working as team lead or product manager on some of company’s projects. |
| 01/200804/2006 | **Cross-Platform Software Developer**Freelance | Zaporizhzhya, UkraineWorked on cross-platform software projects. Developed GUI controls for wxWidgets library, ported several applications to wxWidgets, created GUI shells for console utilities. Developed multiple applications in C++ with wxWidgets library, MFC, ffmpeg, OpenCV. |
| 11/200804/2004 | **Software Developer**Stekloplast LTD | Zaporizhzhya, UkraineStarted the career as software developer at glass manufacturing company. Developed the software for automation of glass cutting technological process, using genetic algorithm of 2D bin packing. It is used for automation of work of a cutting table. |

**Education**

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| 06/200709/2006 | Zaporizhzhya State Engineering AcademyMagister degree in Software Engineering | Zaporizhzhya, Ukraine |
| 06/200609/2003 | Zaporizhzhya State Engineering AcademyBachelor degree in Computer Science | Zaporizhzhya, Ukraine |
| 05/200309/1999 | Zaporizhzhya Electro Technical CollegeZaporizhzhya, Ukraine |

**Skillset**

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| Cross-Platform Development | • • • • • | wxWidgets | • • • • • | C# / .NET | • • • • • |
| Mobile Development | • • • • • | CMake | • • • • • | Xamarin | • • • • • |
| Project Management | • • • • • | Win32 API | • • • • • | JavaScript | • • • • • |
| Multithreading | • • • • • | SQL | • • • • • | Shell Scripts | • • • • • |
| C++ | • • • • • | Java | • • • • • | English | • • • • • |

**Best Projects**

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| Since09/2012 | **One Touch to Lunch**IT-Dimension | Android, iOS, Mobile Web | http://m.onetouchtolunch.comManaged the development of café/restaurant booking service and Web backend for business owners. Mobile application and mobile Web site provide an easy way of booking tables in cafes and restaurants (including menu) from mobile devices. Web-based admin area allows business owners to add their venue to the system, specify the menu, prices, work time and other info about their venue and start receiving orders from mobile users. |
| Since01/2010 | **DigitalMoo** IT-Dimension | Windows, Linux, OS X | http://digitalmoo.comManaged the development and implemented the architecture, basic functionality and some OpenGL scenes for interactive entertainment system that consist of interactive video floor, SMS slingshot and interactive bar. Software is used on exhibitions and other events. |
| 07/201001/2010 | **PDFMyWeb Pro**IT-Dimension | Android, WebOS, Maemo, Windows Mobile | http://goo.gl/xCDLfcDeveloped the utility, which allows saving Web pages and RSS feeds as PDF files on your Android device for offline reading. You just enter the URL of a Web-page or RSS feed which you want to save, press "Get PDF" button and download a copy of Web-page in PDF format. |
| 04/201001/2008 | **Hub Manager**IT-Dimension, HyperLync | Windows, Linux, OS X, Android | http://hyperlync.comMedia management and photo manipulation software. Modular system, which provides the wide range of tools for management of photo, video and audio files on local computer, mobile devices and in the cloud. Desktop software was white-labeled for Kodak and Verizon, included motion, face and smile detection, media transcoder and bulk uploader to cloud storage. Implemented the motion detection using OpenCV, asynchronous loading of thumbnails and metadata from media files, partially implemented the transcoder’s logic and Android version of the application. Managed a small team of developers who worked on this project. |

**Other Activities and Experience**

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|  | Developed the cross-platform components wxPieCtrl and wxProgressPie which are used in official client for SETI@HOME (<http://setiathome.berkeley.edu/>, <http://boinc.berkeley.edu/doxygen/manager/html/classwxPieCtrl.html>) |
|  | Published a C++ and wxWidgets-based wrapper library and tutorial on development of Kinect-powered cross-platform applications which later has been featured at Channel 9 (<http://channel9.msdn.com/coding4fun/kinect/C-Kinect-SDK-Usage-Tutorial>) |
|  | Interested in operating systems, mobile applications, distributed systems, high performance computations |
|  | Published articles on cross-platform software development at System Administrator magazine (<http://samag.ru>) |

**Hobbies**

Camping and hiking | Travelling | Canoe sailing | Reading