Alex Podverbny

Phone   +375 299 918 387 (mobile)

E-Mail   Alex.Podverbny@firevector.com

Telegram   @BLK_Dragon

Summary of Qualification

10+ years' experience in C/C++ programming

5+ years' experience in native Windows development

5+ years' experience in native console development (PSP, PS3, X360, PS Vita, PS4, PS5, NX)

3 years' experience in native iOS development

3 years' experience in native Android development

Ability to write clean, maintainable and portable code

Successful experience in large project refactoring

Extensive practical experience in high- and low-level program optimization

Large experience in working with version control systems (Perforce, CVS/SVN, Git)

Extensive experience with build tools (make, jam/kjam)

General Programming Skills

Languages:
- C / C++
- Lua
- Shading Languages (HLSL, GLSL)

Tools:
- Compilers — SNC, Intel C++, Visual C++, GCC
- CPU profilers — SN Tuner, Intel VTune
- GPU profilers/debuggers — SN Tuner, GPAD, PIX, RenderDoc
- Memory debugging tools — Intel Inspector, Rational Purify
- Build tools — jam/kjam, GNU make

GameDev-Specific Skills

Large experience in designing and implementing cross-platform game-engine

Practical experience in designing and implementing game-logic & scripting mechanisms

Practical experience in designing and implementing ImGui-based tools

Practical experience in designing data-driven game world / game-object systems

Basic modeling, texturing and rigging/animation skills
(Modo, 3DMAX, Maya, Motion Builder, Substance Designer, Substance Painter)

Projects

2022.09.xx – 2023.05.xx, Press Fire Games

Battle Prime   **Multiplayer Shooter**

Position	Senior Developer
Achievements	gameplay programming
Tools/Technologies used	Blitz Engine, Wwise, Git

2020.08.xx – 2022.10.xx, FireVector

Danger Forever   **3D Shoot'Em-Up**

Position	Programmer / Game Designer
Achievements	designed and implemented whole game
Tools/Technologies used	Logrus Engine, Substance Designer, 3D Coat, Perforce

2020.07.xx – 2022.03.xx, Saber Interactive (Minsk)

Witcher3 Next Gen   **Action-RPG (Playstation5 / Xbox Series X)**

Position	Programmer
Achievements	designed and implemented haptic effects and trigger effects
Tools/Technologies used	in-house game engine, Playstation5 SDK, Wwise, Perforce

2020.10.xx – 2021.07.xx, Saber Interactive (Minsk)

Old School Runescape   **MMO RPG (Nintendo Switch Version)**

Position	Lead Programmer
Achievements	made game work on NX platform resolved number of platform-specific memory/performance issues
Tools/Technologies used	in-house game engine, Nintendo NX SDK, Perforce, premake

2019.06.xx – 2020.08.xx, Globant (Minsk)

FIFA 2021 NX   **Soccer Video Game for Nintendo Switch**

Position	Systems SE
Achievements	resolved number of platform-specific memory/performance issues
Tools/Technologies used	in-house game engine, Nintendo NX SDK, Perforce

2018.04.xx – 2019.04.xx, FireVector

Risky Wings   **Intense flying game, PC, shipped, https://store.steampowered.com/app/827520**

Position	Programmer / Game-Designer
Achievements	designed and implemented whole game from scratch directed/supervised creation of art-assets resolved number of platform-specific memory/performance issues
Tools/Technologies used	Logrus Engine, 3D Coat, Modo, 3D Max, Perforce

2014.10.xx – 2017.05.xx, Wargaming (Minsk, Belarus)

DAVA Engine   In-house engine used for Word of Tanks Blitz

Position	Senior Render Engineer
Achievements	designed and implemented new low-level rendering layer for DAVA engine (OpenGL / OpenGL ES / Metal / DirectX 9 / DirectX 11) resolved number of platform-specific memory/performance issues
Tools/Technologies used	Visual Studio, XCode, iOS SDK, Android SDK, Git

2013.11.xx – 2014.05.18, Beatshapers (Kiev, Ukraine)

Z-Run   Beat'em-up/runner, PS Vita, shipped, http://beatshapers.com/zrun

Position	Programmer / Game-Designer
Achievements	designed and implemented whole game from scratch directed/supervised creation of art-assets resolved number of platform-specific memory/performance issues
Tools/Technologies used	Logrus Engine, PS Vita SDK, Razor, Perforce

2011.11.01 – 2012.03.15, Persha Studia (now Wargaming UA, Kiev, Ukraine)

WoT X360 Prototype   World of Tanks X360 proof-of-concept demo

Position	Senior Programmer
Achievements	ported Logrus Engine to X360 platform implemented parts of gameplay logic and visual effects resolved number of platform-specific memory/performance issues
Tools/Technologies used	Logrus Engine, X360 SDK, PIX, Perforce

2011.03.01 – 2012.04.17, BeatShapers(Kiev, Ukraine)

StarDrone Extreme   PS Vita, shipped, http://beatshapers.com/stardrone

Position	Contractor
Achievements	performed initial porting to platform (prototype hardware at that time) resolved number of platform-specific memory/performance issues
Tools/Technologies used	PS Vita SDK, Razor, Perforce

2010.11.08 – 2010.12.01, Vogster Entertainment (Kiev, Ukraine)

Unbound Saga HD   Xbox360 comic-style brawler, shipped, http://www.unboundsaga.com

Position	Game Designer / Programmer
Achievements	designed enemy AI behavior resolved number of platform-specific memory/performance issues
Tools/Technologies used	XDK, KJam, PIX, Perforce

2009.07.08 – 2009.09.18, Vogster Entertainment (Kiev, Ukraine)

Unannounced Project   Third-person action/adventure for PS3 / X360

Position	PS3 Lead
Achievements	platform-specific problem solving and optimizations
Tools/Technologies used	PS3 SDK, ProDG for PS3, SN Tuner, GPad, Sulpha, UnrealEngine3, Perforce

2007.07.12 – 2009.07.07, Vogster Entertainment (Kiev, Ukraine)

Unbound Saga   PSP comic-style brawler, shipped, http://www.unboundsaga.com

Position	Engine Architect
Achievements	designed cross-platform game-framework (PSP/Wii/X360/Win32) designed and (partially) implemented art-pipeline designed and implemented project build-system resolved various platform-specific problems (performance, TRC etc.)
Tools/Technologies used	PSP SDK, 3DS MAX 8, COLLADA, Rational Purify, Perforce, Kjam

2005.08.24 – 2006.08.10, IBA Game Studio (Minsk, Belarus)

Tachyon Drive   futuristic racing

Position	Lead Programmer
Achievements	designed core technology architecture and art-pipeline implemented critical game-engine parts
Tools/Technologies used	DirectX9, Newtek Lightwave3D 8, 3DS MAX 7, Rational Purify 7, Perforce

2004.12.01 – 2005.03.30, Gaijin Entertainment (Moscow, Russia)

codename TimeWarp   third-person shooter

Position	Senior Developer
Achievements	ported Dagor engine to Microsoft XBox platform made game run on target platform
Tools/Technologies used	XDK 5849.9 (PIX/CPX), Intel C++ 8.1, CVS, Jam

2004.05.30 – 2004.07.30, Gaijin Entertainment (Moscow, Russia)

Internal Engine   internal PowerTV/PocketPC engine

Position	Senior Developer
Achievements	designed cross-platform game engine (PowerTV/Win32/PocketPC) implemented win32 (and partially PowerTV) engine part designed and implemented game-resource pre-processing pipeline
Tools/Technologies used	GCC 3.3.3, Intel C++ 8.0, VTune 7.1, RationalPurify 2003, CVS, GNU make