

# VSEVOLOD KVACHEV



## SENIOR SOFTWARE ENGINEER

### + CONTACT

Date of Birth February 18, 1995

Current City Malmö, Sweden

Website [kvachev.com](http://kvachev.com)

Email [راسيئل@gmail.com](mailto:راسيئل@gmail.com)

GitHub [github.com/Rasie1](https://github.com/Rasie1)

### + WORK EXPERIENCES

**Navcore Nextology** – as C++ senior software engineer (contract work, remote), 2017-2022

**DigiNext** – as C++ software engineer (remote), 2016-2017

**Logistic Tech** – as C# back-end developer, 2016

**Intel Summer Internship NN 2015** – as C++ OpenGL developer

Various projects as freelancer

Own projects:

[Colossal Citadels](#) – a strategy game with turn-based factory building over procedural resource types

Various game drafts, ideas and prototypes, multiple completed hackaton and gamejam games

[c\(x\)](#) – a programming language with generalized types, sets and functions

[glowy2d](#)/[glowy3d](#) - tiny 3D framework

Various game drafts, ideas and prototypes, multiple completed hackaton and gamejam games

### + KNOWLEDGE

High Experience **C++, Go, OpenGL/DirectX, Unreal Engine 4, .NET**

Some Experience **Haskell, Python, Scala, Coq**

Tools & Technologies used **Technologies:** bash, linux, CMake, C, docker, grpc, OpenGL ES, glsl, D3D12, hlsl, Unity, boost, CUDA, LiquidHaskell, Idris, SSReflect, Mono, R, OpenMP, MPI, AMQP, IBM i, boost, Node.js, v8, SQL databases (Postgres, etc), Java, Kotlin, Android, NoSQL databases, cassandra, redis, etc.

**Team tools:** git, Agile, Scrum, GitLab, Redmine, Perforce, JIRA, etc.

**Math:** 3D, Linear Algebra, Basic Machine Learning, Logic, Type Theory, Category Theory

Languages **English** – Advanced (IELTS: 7 – 2017)

**Russian** – Native

**German** – Basic

**Ukrainian** – Can read and understand

**Swedish** – Beginner

### + EDUCATION

Higher Education **Theoretical Computer Science and Information Technologies**

**Bachelor at Southern Federal University** – Fundamental Informatics and Information Technology

**Institute of Mathematics, Mechanics and Computer Science in the name of I. I. Vorovich**, 2013-2017

Coursera **Programming Languages** – University of Washington

**From Nand to Tetris** – Hebrew University of Jerusalem

Other **Intel Summer Internship 2015 NN** – Intel Corporation

**Summer Supercomputer Academy 2016** – Moscow State University

**Bioinformatics Summer School 2016** – Bioinformatics Institute

**Programming Language Implementation Summer School 2017** – Bertinoro, Italy

### + CONFERENCES & PUBLICATIONS

**Programming Languages and Compilers 2017.** Design and Implementation of Programming Language with Generalized Types, Sets and Functions

### + HOBBIES & OTHER

Indie gamedev, music composing, playing bass and guitar, progressive metal, photography