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PERSONAL PROFILE

A high motivated software developer with excellent skills to solve difficult technical problems. My abilities and experience allow me to find and develop non-standard solutions very fast (this fact was used by my employers many times). I am able to develop architectural solutions from the ground and to implement them as in a team as by myself. My long-time experience in the IT area doing me very high adaptable to study and use new technologies and that's not a problem for me to be participated in a project which using new (for me) technologies. I am very communicable and don't have any intercommunicating problems in a team as well I am a team player and I have strong understanding that very hard and big projects happen and impossible to make them by single developer. Mainly I develop in Java (since 1999) but also I use C/C++ and C# languages in my developments.

OBJECTIVES

My objective is to get a developer position in a company where I could realize my ancient dream to focus on technical solutions and work processes and of course I keep in my mind the thought of a career improvement and monetary bonuses. The company should think of me, tend me and help me and then I will help the company to become a successful company on the market (may be someone shout me that all companies want to be successful ones but I will not agree that)

OPINIONS

"Igor and he's team did an outstanding job creating large number of great mobile games in extremely tight schedule. It really was a pleasure founding and managing game production team with him. He is highly intelligent and very productive software architect with good understanding of the business."

Mikko Honkakorpi, a project manager at Akumiitti Oy

"We were impressed with your solution and especially the quality of the code you produced during such a short time."

Magnus Holtlund, the lead developer at Sveng.com Interactive

"Well done sir... well done indeed!!"

Shawn Fitzgerald, Sr. Software Engineer at Vocel, Inc.

CAREER

Raydac Research Group Ltd.

since July 2003

a Sr. Java developer, a project manager, a system architect

- The RMC (Rich Media Call) client for Blackberry.
- A Backoffice mockup for a Web 2.0 news voting system (Java, Ajax, XSLT, XScript, JavaScript, jQuery, Oracle DB).
- The ClickToCall service (the back-end part) for set top boxes. The service allows to make order of a service (as an example to order a pizza) through a set top box (Java EE).
- A server module to automate the process of loading and preparing a image from the Flickr.com service. Then the image will be sent to a set top box to be shown (Java EE).
- The “Demo toolkit” application automating the processing of game midlets (and not only game) to make a demo version which will be restricted by a limited functioning time and a limited number of launches (Java SE).
- The IDE “Mobile guide” automating production of J2ME midlets containing tree-structured texts and graphic information. For its midlets a special UI (it is like a web browser) has been developed. A produced midlet can be started on a MIDP 2.0 device and a user can send a SMS message to a server from the midlet (Java SE).
- The IDE “Video preview” automating production of J2ME midlets containing a preview information about 3GPP movies. It allows to import video frames and make a midlet containing them, as well a user of the midlet can send a SMS message to a server to order the movie (Java SE).
- The IDE “SMS catalogue” automating production of J2ME midlets which can be launched on any mobile device with J2ME (because they have smart block and own database about devices) and the midlets show the text and graphic information for a user. The user can send a SMS message to a server. Also every generated midlet can include a small scalable game (Java SE).
- Three client-server mobile applications under the “Mobile casino” title, which allow a user to play for real (!) money with a casino (J2ME).
- A MHP, OCAP, OnRAMP JVM benchmark tool to test the productivity of Java supporting set-top boxes and check their possibilities (Java TV).
- A framework to develop a rich UI for JavaTV applications (Java TV).
- A framework for small games and applications working on the Poweramp® platform (JavaTV).
- The Asset Data Service front-end module for the Poweramp® platform (JavaTV)
- The IDE “Form editor” to develop and edit GUI for mobile devices and set-top boxes (Java SE).
- The Jatermark(TM) server application to insert a watermark into midlet's bytecode when it is being bought by a customer to make the midlet unique for each customer (Java EE).
- A FORTH-like script language and its virtual machine. The script language allows to remove the MIDP restrictions to load executing midlet parts (of course written in the language) from a remote server (Java SE, J2ME).
- A dynamic engine producing and manipulating with palette-based PNG images on a mobile device (Java SE).
- The WD1793 chip emulating module (Java SE).

- Different resource packing tools for mobile applications (Java SE).
- A small game for the BD-J platform (the Java technology for the Blu-ray technology) (Java TV, BD-J).
- A framework to produce games for Java2ME, JavaTV and the PowerTV platform (Java TV).
- A lot of mobile games, a few mobile business applications, a few slide viewers (J2ME).
- A few games for JavaTV platform (Java TV).
- Team building, technical management, UI design.

TekLabs Ltd.	April 2002 - March 2003
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a Senior Java developer, a team leader, an art-director, a game designer
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- Mass development of mobile games (more than 50 games)
- Development of the technology
- Technical management
- Project management
- Team management

INFON	July 2001 – May 2002
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A programming engineer

- The Java Extended Messaging Service, it was a message based technology to be used as a container for SMS services . The technology was developed only as a mockup (a mockup-server was developed). A few SMS services were developed to test the server possibilities (Java EE).
- Java applets for the company site allowing users to edit their mobile content online (Java SE).
- The interface software module allowing the company server to send SMS messages through a Siemens M50 cell modem (as a reserved way) (Java SE).
- A few mobile games for Java2ME (J2ME).

Ru-Soft Ltd.	February 2001 - June 2001
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A programming engineer (A short-term contract work to prepare a demo for E3 2001)

- Development of the “Battleships” game for the Motorola A008 device (J2ME).
- Development of the game server (GEX based) for the “Battleships” game (Java SE, GEX).
- Development of the interface module (JNI+Java) for the PC version of the “Battleships” game. (Java SE, C++)
- Development of the game server (GEX based) for the “Sudden strike” game (Java SE, GEX).

Concept-Software Ltd.	June 2000 – February 2001
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A programming engineer

- A few game Java applets (Java SE).
- A web based vote system (Java EE, DB2).
- An export module to convert a PowerPoint presentation in the HTML format (Delphi, VBA).

OTIS Ltd.	July 1999 – May 2000
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A programming engineer

- Development of the “Integrated Operational Schedule” intranet system (Java SE, MS Access).
- Development of a HTTP intranet server containing own script language (Java SE).
- Database design.
- Development of the “Drevo-M” system containing own script language. The system allows to generate a contract technical documentation and a ROM data for elevators manufactured by the company (Delphi).
- The “COP tester” hardware-software testing complex. I developed both the hardware and the software for the complex (Forth, AVR ASM).

Information Technologies & Models Ltd.	July 1997 – July 1999
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A programming engineer

- System programming (Delphi)
- Development of software modules for companies' projects (Delphi)

Arming forces	March 1994 – March 1997
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A squad leader

- Electronic wire communications

EDUCATION

a Leningrad technical secondary school	September 1990 – February 1994
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a radiotechnician (spec. 2301, radio equipment development)

The 421st school of Leningrad city	September 1982 – June 1990
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SKILLS

- Java, J2ME (also Blackberry and Android), JavaTV, Assembler(Atmel AVR, Z80, PDP-11), C/C++, C#, FORTH, Prolog (ISO)
- UML,SQL
- MHP, OnRamp, OCAP, MIDP 1.0/2.0, CLDC 1.0/1.1, BD-J, Java Swing/AWT/2D, Java Applets, Servlets/JSP, EJB, JDBC, XML, Ajax, XScript, XSL-T, JavaScript, jQuery, Spring, HTTP, TCP/IP, JUnit
- Linux (Ubuntu), Windows XP, Windows Vista, MS-DOS, Open Office
- DB Oracle 10g, MS Access, Interbase, DB2

LANGUAGES

- Russian (mother tongue)
- English (intermediate level)

HOBBIES

Programming, A.I., human brain functioning, robotics, human factor, war history, book reading, strategic games