

Boris Godin



Address: Cordoba, Argentina

Skype: borzh62

E-mail: borzh62@gmail.com

Web page: <http://www.famaf.unc.edu.ar/~godin>

Age: 37

Knowledge:

- Operating systems: Windows, Linux, MacOS.
- Programming languages: Objective-C / Swift, Java / Android, C/C++, C#, Assembler (x86 & ARM).
Less experience with: Ruby on Rails, JavaScript, Python.
- Platforms: Java SE / EE / ME, .NET.
- IDE's: Xcode, Android Studio, Visual Studio, Eclipse.
- Mobile: iOS, Android, UWP (Universal Windows Platform), Java-MIDP, Windows Mobile, Brew.
- Web (not an expert though): HTML, JavaScript, Ruby on Rails + React, PHP.

- Databases: Realm (Android / iOS), MySQL, SQLite.
- Continuous system integration: Atlassian Bamboo, Jenkins.
- API's:
 - ◆ **C++:** STL, Qt, Boost, Win32 API, OpenGL, Protocol Buffers, Gtest, profound template understanding.
 - ◆ **Java:** J2EE, J2ME (MIDP / CLDC).
 - ◆ **Android:** RxJava / RxAndroid / RxBinding, Retrofit, Picasso, Google Mobile Vision, Google Maps, Google Billing, Firebase, Realm.
 - ◆ **React.js:** rails/webpacker, material-ui, react-router-dom.
 - ◆ **Objective-C / Swift:** UIKit (storyboards / xibs), RxSwift / RxCocoa, SnapKit, AFNetworking, OpenCV, Realm. CoreData, CoreAnimation (CALayers), Local/Remote Notifications, AVFoundation / MediaPlayer, Bluetooth Low Energy, OpenGL ES, Metal.
 - ◆ **Social networks APIs:** Facebook, Google+, Twitter, Instagram.
 - ◆ **Custom server APIs:** Parse, AWS (Amazon Web Services), GCM (Google Cloud Messaging) / Firebase.
- Software agile development strategy: **Scrum**.
- Scripting / Makefile / CMake.
- Strong logics and mathematics.
- Complex graphics algorithms, including 3D.
- Machine learning, artificial intelligence, neural networks.
- Multi-platform applications.

Certifications

- Sun certified Java developer (exam approved with 95%).
- Microsoft Certified in Visual Basic .NET.

- Course of [Machine Learning](#) (Stanford University, online).
- Advanced Track of [Introduction to Artificial Intelligence](#) (Stanford University, online).

Languages

- Spanish (fluent).
- English (advanced).
- Russian (native).

Career History

- Nov. 2006 - May 2007: Linux administrator at [Fa.M.A.F.](#), University of Cordoba.
- Sep. 2007 - Jan. 2010: Java / C++ developer / researcher at [Gameloft](#), division of [Ubisoft](#) (J2ME, BlackBerry, Brew, Windows Mobile). Candidate proposed to be technical leader at Gameloft Cordoba, but didn't take the opportunity because of signing contract with Manpower.
- Dec. 2008 - Jan. 2009: iOS developer for [Gamesmith Studios](#).
- Jan. 2010 - Jul. 2010: C++ developer at [Intel](#) Services Division. Intel AppUp project. Contract by [Manpower](#). Proposed to become Intel employee, but didn't take the opportunity because of signing contract with Nimbuzz.
- Jul. 2010 - Dec. 2011: iOS developer at [Nimbuzz](#).
- April 2013 - October 2013: Android developer at [HidashHi](#).
- February 2014 - August 2014: Project leader of SADI Testing Framework at [Vates](#).

- August 2014 - January 2015: C++ developer, Suitcase Project for [ArSat](#) at Vates.
- January 2015 - February 2015: iOS developer at [BairesDev](#).
- **February 2015 - Currently**: iOS / Android developer at [Toptal](#).
- July 2016 - October 2016: iOS developer at Verse Chat.
- **June 2017 - Currently**: iOS / Android developer at [Bizit Global](#).
- October 2017 – January 2018: iOS / Android developer at [Li5](#).

Projects

- Application to transform automatically Java Jar file to C++ source code (at Gameloft): implemented exception handling, thread management and garbage collection.
- SMS wrapper for Windows Mobile (at Gameloft): graphic interface to unblock a game via SMS, with code injection from one executable into another (using ARM7 assembler instructions, like a computer virus, no need to have sources of original non blocked game).
- Graphic utilities (at Gameloft):
 - ◆ reduce colors count of image along with palettes (bmp/png, act).
 - ◆ ttf to sprite, choose font characters to be converted to png and create sprite for matrix font.
- iOS developer (at Gamesmith Studios): implemented 3D Game for iPhone [XO: Tic Tac Toe 3D](#).
- iOS developer (at Nimbuzz): Nimbuzz is a social network application (with audio/video calls) that connects Nimbuzz network with Facebook, Gtalk, Yahoo/Msn and others Messengers.

In charge of C++ library for audio/video calls for iPhone / MacOs / Windows clients (at Nimbuzz): Jingle (XMPP protocol), ICE (Interactive Connectivity Establishment, UDP transport method), peer-to-peer calls (STUN/TURN servers).

- Android developer (at HidashHi): HidashHi is a social network application, developed audio/video calls through socket.io and WebRTC API (used in Chrome, Firefox & Opera).

- SADI Testing Framework (at Vates): in charge of development of a testing system for the Security Ministry of Argentina. This system has a goal of Testing the “System for Acquisition and Dissemination of Images” (SADI) in different air platforms for Coast Guard, National Gendarmery and Federal Police. SADI incorporates two



video cameras, an infrared range-finder, a laser platform, commando, display & recording units and inertial unit assisted by a GPS receiver.

Developed testing software used in Continuous Integration for automated tests using Google's *gtest* library and *protocol buffers*. Also static, dynamic and coverage analyzes were performed, both tests in simulators and physical devices.

- Suitcase Project (at Vates): development of a system that is capable to emulate satellite for [ArSat](#). This system will be used for before-launch testing on on-ground satellite stations. The system is using Linux. Java implementation (Spring framework) and development of drivers in C that use JNI interfaces to Java.
- iOS developer for ByoChannel (at BairesDev): development of an iOS application like Spotify / SoundCloud for [byochannel.com](#), that handles audio streaming / reproducing (with background

mode), channel creation and subscriptions, audio editing, sharing music on social networks.

- iOS / Android developer for VideoComments (at Toptal): development of simple application to record video and upload it to *Parse* meanwhile showing a Youtube video. [AppleStore](#), [GooglePlay](#).
- iOS developer for SCTracker (at Toptal): development of application for truck drivers: <http://www.sctracker.com>. Login to server, get driver manifest which includes pickups & deliveries details, show route, send driver's GPS location, accept pickup/delivery with taking/choosing photo/gallery and digital signature. [Home page](#), [AppleStore](#).
- iOS / Android / MacOS / Windows / UWP developer of CompCalc Plus for MontarboLaw (at Toptal): development of complex indemnity calculator for California lawyers. [Home page \(with links\)](#), [Video Demos](#).
- iOS / Android developer for Votify (at Toptal): development of the image voting application. 3D vote between 1-4 images, messages, photos/friends from Facebook, Google, Instagram, Twitter. [Home page](#), [AppleStore](#).
- iOS (Swift) / Android developer for TetraScience (at Toptal): development of application that connects to the TSLink / RPi device via *Bluetooth Low Energy*, to gather device information and configure device's Wi-Fi. [Home page](#), [AppleStore](#), [GooglePlay](#).
- iOS team member for Verse Chat: SnapChat-like application for creation of stories made of chat / audio / video / images. Project wasn't finished due to budgetary issues.
- iOS developer for storytime (at Toptal): implementation of the application for child reading through internet with video call and

PDF rendering. Implemented server side on PHP (login / user search / calling). Used WebRTC for video calls implementation. Project wasn't finished due to budgetary issues.

- iOS / Android developer for SMP - Sales Management Plus (at Bizit Global): bug fixing and new features implementation for SMP - customer relationship management (CRM) Cloud-Based solution to allow to seller's team to effectively manage client sales and customers. [Home page](#), [AppleStore](#), [GooglePlay](#).
- iOS (Swift) / Android developer for multi language Coca-Cola apps for Latin America (Argentina, Brazil, Chile, Paraguay) at Bizit Global: applications for Coca-Cola customers in Argentina.
 - ◆ Mi Coca-Cola (iOS / Android): app to see offers, hot sales, configure user, perform payments, etc. Implementation using Rest API calls (front-end) and web views to show dynamic content.
[Home page](#), [AppleStore](#), [GooglePlay](#), [basic features](#), [payments](#), [credit card payments](#).
 - ◆ Censo Equipos Frio (Android): app for censusing refrigeration units of Coca-Cola customers. The application also is a content provider to be able to use it from another application (login / check if a clients needs census / perform census from CoolerManager & Promotores, see below). [GooglePlay](#)
 - ◆ Fleteros (Android): app for truck drivers, to see / accept truck deliveries of the Coca-Cola company. [GooglePlay](#)
 - ◆ Equipos de Frio (Android): app to deliver / maintain / repair refrigeration units of Coca-Cola customers. [GooglePlay](#)
 - ◆ Promotores (Android): app to promote Coca-Cola to potential customers. [GooglePlay](#)

- ◆ Repositores (Android): app for Coca-Cola stock boys. [Demo](#)
- iOS (Swift) / Android developer for Li5 framework (at Li5): made a lot of improvements for a iOS / Android library to load and show images / video feed for products ads (very similar to Instagram stories). Implemented faster video player with local cache, multiple channels with 3D flip between them and Instagram-type playback bars. [Home page](#), [video demo](#) (though outdated)
- Currently working as iOS (Swift) team member for Beyonce's Parkwood Inc. (through Toptal).

Education

- **Computer Analyst**, Fa.M.A.F., Universidad Nacional de Córdoba, Argentina.
- **Licentiate in Computer Science** (equivalent to a Master of Science), Fa.M.A.F., Universidad Nacional de Córdoba, Argentina:

My **thesis** was about **Artificial Intelligence in games**, and I created [Botrix](#), a plugin for [Valve](#) Source Engine that manages collaborative bots.

Currently plugin is working with games [Half-Life 2: Deathmatch](#) and [Team Fortress 2](#).

Plugin's videos: [Half-Life 2 Deathmatch](#), [Team Fortress 2](#), [Waypoints](#), [Bots executing a plan](#) (custom Half-Life MOD).