

# Andrii Skrynnyk

## Software Engineer

### Profile

Engineer with a passion for C/C++. Particularly focused on concurrency, optimization, rendering, and networking. Knowledge of web, desktop, and mobile development processes. Team player with natural ability to communicate and provide leadership. Experience working with agile scrum methodologies.

### Technical Background

Languages: C, C++, C#, Objective-C, Java, PHP, JavaScript, Python, SQL  
Platforms: Windows, Linux, Android, browser  
APIs: STL, OpenGL, Win32, Android NDK/SDK, Emscripten, Node.js  
Databases: MySQL, MongoDB, Redis  
Tools: Git, SVN, Debuggers

### History

**Manaon**, Burnaby, BC, 2015-2016

- Design and develop in-house cross platform game engine
- Modernize C++ codebase using latest STL and language features

**IUGO Mobile Entertainment**, Vancouver, BC, 2014-2015

- Develop system for managing live game data across multiple realms
- Implement backend management tools for developers and publishers
- Work closely with client developers to resolve protocol issues
- Deploy and manage AWS based solutions

**Mobiopolis Marketplace Corporation**, Burnaby, BC, 2012–2014

- Research and adopt new software and technology
- Develop e-commerce platform for user-to-user sale of mobile devices
- Pioneer mobile device theft detection using global IMEI database
- Testing and general upkeep of entire software stack
- Setup and administration of servers

**Manaon**, Burnaby, BC, 2010-2012

- Translate client requirements into functional design
- Build consistent cross-browser websites
- Communicate with remote graphic designers

**ICBC**, North Vancouver, BC, 2009

- Review software compatibility under new platform
- Document and report procedure and results

### Education

**Bachelor**, Computer Systems (Game Development), BCIT 2014

**Diploma**, Computer Systems (Technical Programming), BCIT 2012