

Anatolii SAKHNIK

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	OBJECTIVE	Position as C++ Linux developer/architect in the field of communication technologies, server or embedded application development.
	RESIDENCE	Kyiv, Ukraine
	REFERENCES	https://sakhnik.com https://www.linkedin.com/in/sakhnik https://github.com/sakhnik https://leetcode.com/sakhnik/
SKILLS	OS	GNU/Linux (RHEL, Debian, Arch, OpenEmbedded/Yocto) Windows (NT)
	LANGUAGES	C, C++ (STL, boost), Java, Python, shell, JavaScript, Lua
	API	POSIX, Glib, GTK, ODBC
	FRAMEWORKS	ACE, TAO (CORBA), GStreamer
	DB	MySQL, PostgreSQL, sqlite3
	DOC	LaTeX, asciidoc UML, Gantt
	TOOLS	GCC, GDB, GNU build system, CMake, meson, vim Valgrind, perf
	SCM	git, mercurial, p4
	PROCESS	Waterfall, scrum, SAFE
	Misc	LEMON
	EMPLOYMENT	Nov 2016–NOW
JUN 2013– OCT 2016		Team leader/Architect at LUXOFT. Project LGE webOS TV. CoreOS: libbnjson, luna-service2, etc. Architecture: system bus, API, devmode, security.
MAR 2007– MAY 2013		Team leader at VISONIC. ½: Management of a 4-developer team ½: Server application development (PowerManage™).
NOV 2003– DEC 2006		Programming engineer at ITV SYSTEMS. Development of security appliances management software.
SEP 2003– NOV 2003		Programming engineer at MANAGERIAL SYSTEMS. Developed an LCD GUI library for embedded applications.
EDUCATION	JUL 2004	Master of science in APPLIED PHYSICS, Taras Shevchenko National University of Kyiv, faculty of Radiophysics, department of Medical Radiophysics.
	JUL 1998	Graduate, Ukrainian Lyceum for Physics and Mathematics by KNU.
LANGUAGES	UKRAINIAN	Mother tongue
	ENGLISH	Fluent (7.0 IELTS-general, Sep 2012)
	SPA/GER/FRE	Common usage