

Curriculum Vitae of Denis Shelomovskii

E-mail: verylonglogin [at] gmail [dot] com

URL: <http://denis.sh/>

Tel: +7 915 004 02 10

Nationality: Russian

Education

No university degree. One year finished in Moscow Institute of Physics and Technology (MIPT), department of Applied Mathematics and Control, area of study was applied mathematics and physics, voluntary terminated education in 2010.

Skills

6 years of D programming, 10+ years of C# programming, 10+ years of C++ programming.

And the main skill is an ability to understand what I know and what I don't know and a habit to read docs/analyze algorithms/perform research in latter case instead of writing possibly incorrect code relying on “this probably works that way” or “this will work here” (latter for algorithms).

Work history

- Software development for Ephere Productions Inc., 2017–present
I mainly work with **Ornatrix**, a hair/fur modeling plugin for 3D editors (written in C++, huge codebase). My main contribution: analysis of used algorithms/approaches and proposing/implementing better ones which fixes known and not-yet-discovered usability and performance issues; designing & development of core functionality for upcoming new project.
- Freelance, various small projects, 2016
I have developed: couple of small image analysis projects (D); simple speech analysis software (C#); very trivial in-browser 3D editor (TypeScript for client, D for server parts).
- Development of **GeoAid Tunnelling** software for use in LLC KIPS-2, 2014–2015
GeoAid Tunnelling is an editor (written in D, around 10 KLOC) for tunnel rings surveying process automation including creation of a tunneling project, reading and analyzing total station data, calculation rings locations and discrepancy with the tunneling project, preparing and checking resulting documents. The project is designed & developed by myself.
Product page: <http://geoaid.ru/tunnelling/>
- Development of **GeoAid Levelling** software for use in LLC KIPS-2, 2013–2014
GeoAid Levelling is a graphical editor (written in D, around 20 KLOC) for creating and analyzing surveying networks, reading and analyzing digital level data, preparing and checking resulting documents. The project is designed & developed by myself.

Product page: <http://geoaid.ru/levelling/>

- Development of **GInMA** software for LLC Deoma, 2010–2011
GInMA is 2D & 3D dynamic geometry system (written in D, around 20 KLOC) with its own script language. The project is designed & developed by myself.
Product page: <http://deoma-cmd.ru/en/Products/Geometry/GInMA.aspx>
The program was presented at international mathematical conferences ATCM 2011, ICGG 2012, ATCM 2012.
- Development of **InMA** software for LLC Deoma, 2007–2008
InMA is a plugin based electronic textbook framework (written in C#, around 10 KLOC) designed & developed by myself, including all required infrastructure (written in C++ and later in D, around 5 KLOC).
One can see it with different content (plugins) on the site:
<http://deoma-cmd.ru/en/Products/Algebra/>
and on Russian publishing house Mnemosina site.

List of personal open-source projects

(“personal” means I’m the author of all listed projects)

All these open-source projects can be found here:

<http://denis.sh/proj/open-source/>

Major projects, all written in D:

1. **Unstandard**, 2012–2014
General purpose D library (around 5 KLOC).
Project page: <https://bitbucket.org/denis-sh/unstandard>
Docs: <https://denis-sh.bitbucket.io/unstandard/>
2. **TLS fixer**, 2012–2013
Fix for Windows NT 5.x loader to correctly dynamic load/unload DLLs with TLS data.
Project page: <https://bitbucket.org/denis-sh/tlsfixer>
3. **Meta UI**, 2013
Abstract user interface representation library (around 2 KLOC).
Aimed to allow programs to easily use different native UI libraries on different platforms.
Project page: <https://bitbucket.org/denis-sh/metauui>
4. **DocumentFramework**, 2013–2014
Small framework for document editors (around 3 KLOC).
Project page: <https://bitbucket.org/denis-sh/documentframework>

Other projects, all written in D:

1. **Analytic geometry**, 2013–2014
Simple 2D/3D analytic geometry library.
Project page: <https://bitbucket.org/denis-sh/analyticgeometry>
2. **DGL**, 2014
A library for *correct* creation of OpenGL contexts, currently only for D language and

Windows OS.

Created because all known (to the author) tool-kits do it inaccurately and have inconvenient API.

Project page: <https://bitbucket.org/denis-sh/dgl>

Docs: <https://denis-sh.bitbucket.io/dgl/>

3. **BindGL**, 2014

OpenGL bindings generator.

Created because all known (to the author) bindings mix all OpenGL API versions in one namespace making it hard to support different versions.

Project page: <https://bitbucket.org/denis-sh/bindgl>

4. **GTKD**, 2013–2014

Partial *correct* and *fast* GTK+ wrapper for D language with **Meta UI** support.

Note: do not mix it with **GtkD**, full GTK wrapper for D language.

Project page: <https://bitbucket.org/denis-sh/gtkd>

5. **ScintillaD**, 2013–2014

An unfinished scintilla editing component wrapper for D language.

Project page: <https://bitbucket.org/denis-sh/scintillad>

6. **hooking**, 2012–2013

Low level stuff like API hooking, DLL injecting, registry redirection, and getting foreign processes information.

Project page: <https://github.com/denis-sh/hooking>

Docs: <https://denis-sh.github.io/hooking/>

7. **CWrap**, 2011

Stuff for automated wrapping functions written in C and described with an IDL.

Usable as a back-end for other wrappers.

Project page: <https://bitbucket.org/denis-sh/cwrap>

Docs: <https://denis-sh.bitbucket.io/cwrap/>

List of other's open-source projects

Other's projects with noticeable author participation:

1. **phobos**, 2011–2013

D language standard library

Project page: <https://github.com/D-Programming-Language/phobos>

2. **druntime**, 2012–2014

D language runtime

Project page: <https://github.com/D-Programming-Language/druntime>