

Dmitry Portnoy

B.S. in Computer Science, Minor in Math
Carnegie Mellon University (CMU) Class of 2010

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Objective

Looking for a full-time game developer or graphics engineering position in a challenging environment where I can work on fun and innovative games with like-minded people..

Summary

Over 10 years of experience developing games and consumer UXs on a wide variety of platforms from desktop and web to Android, Playstation, and FireTV. Strong background in graphics engine development using C++, OpenGL, and Vulkan. Versatile, experienced, and proven software engineer looking for an opportunity to move into graphics development.

Work Experience

Futurewei, Santa Clara, CA

June 2020 – Present

3D Graphics Engineer

- 3D graphics library
 - C++ and Vulkan
 - Supports physically-based rendering and variable-rate shading
 - Can load GLTF models
- Android app modification
 - Leverage Android rendering framework to enhance apps across multiple screens

Verizon Media, Dulles, VA

June 2015 – May 2020

Software Engineer

- Cookie Management Server
 - C++ backend service
- Ad marketplace website where sellers sell ad positions and buyers bid to place ads
 - Frontend in EmberJS and backend in Java
- AOL Video OTT Apps
 - Video streaming apps that play movies, shows, and news content
 - Developed apps for the following platforms
 - Native Android mobile and Android TV (Java)
 - Desktop web app (HTML5, Node, Webpack)
 - Alexa (Python)
 - Playstation 4 app (HTML5)
 - Xbox 360 app (C# and XAML)
- Content management system (website) used by all AOL Video apps
 - Manages movies, short-form videos, and playlists across various devices
 - HTML5, AngularJS

Software Engineer (Haystax Technology, McLean, VA)

July 2012 – June 2015

- Neutron
 - Python, Storm, MongoDB backend, jQuery, AngularJS, FlatUI frontend
 - Web app engine built using modern web technologies
 - Hosts apps internal to our company and related to threat management
 - Designed to support app development by external devs as well
- Constellation
 - Python, Storm, MongoDB backend, jQuery, AngularJS, FlatUI frontend
 - Searches for threats by processing data sources (twitter, youtube comments, news sites)
 - Scores data items in many categories, including how threatening they are
- Digital Sandbox 7 – A tool used by security personnel for tracking threats and monitoring assets.
 - ASP.NET, C#, Javascript

Software Automation Engineer (FINRA, Rockville, MD)

March 2012 – June 2012

- Developed a framework for automated testing of NMLS (Nationwide Mortgage Licensing System)
- Wrote automation scripts in VBScript

Mobile App Developer (Mobomo, Bethesda, MD)

February 2011 – April 2011

- Created mobile apps for tracking business assets (office locations, vehicles, etc)
- Made an Android app in Java and an iPad app in Objective C

Software Developer (weBike – A bike-sharing system)

June 2010-January 2011

- Developed the mobile service for checking bikes out and reporting damage
- Java, MySQL, HTML

Software Engineering Intern (Electronic Arts Mythic, Fairfax, VA)

May 2009 – August 2009

- Worked on the UI team for Warhammer Online
- Used Visual C++ and Lua

Web Application Programmer (Carnegie Mellon, Pittsburgh, PA)

June 2008 - May 2009

- Developed and managed a wiki frontend and a database for storing experiment data
- Administered a Fedora box and installed Apache, Postgres, PHP, and MediaWiki
- Wrote MediaWiki extensions to retrieve data from a database and allow it to be modified dynamically with AJAX
- Used PHP, Javascript, and CSS

Skills

Languages: C++, Python, Java, Go, C#, HTML5
Libraries/Tools: Vulkan, OpenGL 4, WebGL, AngularJS, Node
Platforms: Unity 3D, Android, Fire TV, Alexa, Web

Independent Game Development Experience

- Multiplayer 3D side-scrolling brawler
Hobby project in collaboration with several other people
 - Work-in-progress
 - Unity 3D and Mirror, Go backend
- A 3D space combat game / graphics engine
Solo developer
 - Work-in-progress
 - Vulkan, SDL2, C++ (rewritten from OpenGL 4)
 - Clone from [git://medievaltech.com/opengl-game](https://github.com/medievaltech/opengl-game)
- Battlegrounds (2D MOBA game)
Solo developer
 - Allegro, C++
 - Clone from [git://medievaltech.com/network-game](https://github.com/medievaltech/network-game)
- Lost Perception (sequel to Lost Haven) **January – December 2008**
 - Java
 - Improved game engine, graphics, and animations
 - <http://medievaltech.com/lostperception.shtml>
 - Clone from [git://medievaltech.com/lost-perception](https://github.com/medievaltech/lost-perception)
- Lost Haven (2D action RPG) **September - December 2007**
 - Java
 - <http://medievaltech.com/losthaven.shtml>
 - Clone from [git://medievaltech.com/lost-haven](https://github.com/medievaltech/lost-haven)