

Anton Ugarov

Highly qualified software engineer with 6+ years of experience in C++ development. Proactive and responsible team player focused on self-performance.

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SKILLS

Expert:

- C++
- STL
- Multithreading
- Performance

Intermediate:

- Boost
- Python
- PostgreSQL
- Protobuf
- HTTP
- Bash
- Linux

Basic:

- Qt
- OpenCV
- MetalKit

LANGUAGES

English / B2

Russian / native

EDUCATION

STATE ELECTROTECHNICAL UNIVERSITY "LETI"

BS IN COMPUTER SCIENCE
2015 - 2019 | St. Petersburg
Computer Systems Engineering
and Informatics
Specialization: Computer Aided
Design Systems
Cum. GPA: 4.57 / 5.0
Major GPA: 4.60 / 5.0

EXPERIENCE

WANNA | SOFTWARE ENGINEER

Jun 2022 - PRESENT | Limassol, Cyprus

Developing a cross-platform C++ library which provides a virtual try-on experience.

- The key responsibility is to design and implement **high-performance** solutions while keeping the **library size** as small as possible.
- Working with bare **C++20**, designing **universal C API** to interact with platform native frontends, and writing glue code on **Objective-C**.
- Successfully developed a **3D viewer** for handbags.
- Converted the old codebase to use the **new render engine**.

Stack: C++20 / Objective-C / OpenCV / Metal / CoreML / CMake / Conan / GoogleTest

YANDEX | SOFTWARE ENGINEER

Mar 2020 - May 2022 | St. Petersburg, Russia

Worked on a high-load **C++17** backend for Yandex.Messenger app. The challenge was to write an **efficient** and **secure** asynchronous code to ensure **system resilience**.

- Contributed to **Json/Protobuf APIs**, message processing conveyor, and data storage (**PostgreSQL/YDB**).
- Handled the features from scratch to production - design, develop, test, deploy, admin.
- Set up **sharding** and **load balancing** for the support service.
- **Optimized** in-memory cache storage which significantly decreased the RAM consumption of the service.
- Had experience with **Python3** projects (aiohttp, uwsgi, pytest).

Stack: C++17 / Python3 / Protobuf / PostgreSQL / YDB

TENSOR | SOFTWARE ENGINEER

Jun 2018 - Feb 2020 | St. Petersburg, Russia

Worked on a cross-platform **C++14 / Boost** library that implements the business logic of the **Android/iOS** mobile app for the courier service.

- Redesigned the overall library **architecture** which greatly reduced the time to market for new features.
- Implemented seamless interactions between the backend (via **JsonRPC**) and the system native frontend (via **Djinni**-generated native bridges), including caching to a local **SQLite** database to ensure a smooth user experience even in conditions of poor Internet connection.
- Designed the universal **CRUD API** for the library.

Stack: C++14 / Boost / JNI / Djinni / SQLite / Conan / CMake / Boost.Test

CONFIDENT | EMBEDDED SYSTEM DEVELOPER, PART-TIME

Mar 2018 - Jun 2018 | St. Petersburg, Russia

Engaged in the development of a security firewall device. Set up an OpenWRT build on the dedicated server. Provided mirroring of the project dependencies to local servers for steady access to the work environment.

CLICKNET | EMBEDDED SYSTEM DEVELOPER, PART-TIME

Jul 2017 - Mar 2018 | St. Petersburg, Russia

Had a short experience with automotive embedded systems like AGL/Yocto running on Raspberry Pi and Intel Minnowboard. Worked on boot time optimization, and Chromium integration.