

CURRICULUM VITAE

Objective	
Creative and self-motivated software professional with a passion for games and art, seeking the position of a C++ game programmer and game designer.	
Personal Information	
Name, Surname	Pavel Gudanets
Date of birth	October 5, 1983
Gender	Male
Present occupation	Latvia, Riga
Marital Status	Single
E-mail	mail@pavel-insight.com
Personal site	http://pavel-insight.com
Education	
2002 - 2007	The Transport and Telecommunication Institute, Riga, Latvia (http://www.tsi.lv). Bachelor's degree in the Computer Sciences, Bachelor's Thesis: "Development of the Logic Programming Language". (<i>Mark 9 – excellent</i>).
1994 - 2002	Riga Purvciems Gymnasium
1991 - 1994	Riga Herder Secondary School
Work Experience	
2011	Online diagram editor for game documentation: http://joy.pavel-insight.com
2009 - 2011	2D-game engine development (C++, SDL, OpenGL). Component-based games object system.
2009	Author and developer of the "Riga Go" club website: http://gosente.org .
2009 - 2010	Online crossword and quiz constructor. Logic games web-portal: http://www.fc.lv/ru/smart .

2007 - 2009	Firm "Core Global IT Development". Chief programmer. Significant projects: Hosting services (domain registration, DNS editor, hosting control panel, website wysiwyg-constructor, marketing system): http://www.weboowork.com/ . Sport web-portal: http://sport-time.lv . E-shop for flowers and gifts: http://www.iflowers.lv/ Online system for taking theory exam in driving: http://www.gross.lv/ru/examen.html . My own web application framework and CMS were used in all these projects.
2008	Author and developer of the puzzle game «Wheero». It is an original mix of «Theseus and the Minotaur», «Sokoban» and some own ideas. Java-applet. http://wheero.com
2007	Development of new logic programming language, translator and virtual machine for its programs (my thesis for Bachelor degree). Implementation in C++.
2006	Development of social news web-site: http://www.ruskijdombaltii.lv/
2005	Development of music e-shop: http://musicishere.com/
2004	Author, programmer and designer of the first Latvian scientific multi-thematic web-portal «Eureka»: http://evrika.tsi.lv
2004 - till now	Administrator and content manager of «Eureka».
2002 - 2003	Author of popular-science articles for different journals and magazines (psychology, history, Shakespeare authorship theories).
1996-1999	Development of many adventure games (in Pascal), first programming and game design experience.
Computer Education	
Programming languages, technologies	C++ (5 years), STL, Boost, SDL, OpenGL, Lua, SQLite OOP, UML, VCS PHP (7 years), MySQL, HTML, CSS, JavaScript/jQuery, XML Pascal, Java, Ruby, D, MathCad, Prolog
Programs	CodeBlocks (+MinGW), MS Visual C++ 6, MS Visual C++ 2005, Eclipse, StarUML, Rational Rose, MS Office, Open Office, TortoiseSVN
Operating systems	Windows, Linux
Main professional interests	Story-driven games. Adventures, strategies, RPG. Experimental forms of gameplay. Games as art. Programming in C++. Game engine architecture. Computer graphics. Artificial intelligence.

Publications	
Article «Array Processing Speed Increase» in the International Journal «Research and Technology – Step into the Future», 2006, Vol. 1, No 1.	
Game design articles (in Russian): http://pavel-insight.com/page/ludology/	
Game reviews: http://pavel-insight.com/page/reviews/	
Languages	
Russian	native
English	good
German	basic
Additional Information	
Qualities	Very creative, friendly and strongly motivated, able to work on own initiative, able to work as a part of a team, I aspire to write high-quality self-documented easy-to-read code.
Other info	Teetotaler and non-smoker. Ambition to become a game developer from the childhood. Creator and owner (from 2006 — till nowadays) of the most popular Russian adventure-game community in LJ: http://community.livejournal.com/quest_ru/profile