

Danil Aptin

C/C++ Software Engineer / Software Architect / Developer

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SUMMARY

24 y.o. C/C++ Developer, 3+ years of commercial experience. Proficient in modern C/C++ standards (from 11 to 23), including templates and concepts. Experienced with multithreading as well as TCP/UDP networking. Familiar with build systems: Make and CMake.

Looking for a long-term employment opportunity (5+ years) with a company that offers continuous career growth and professional development. I'm ready to continuously improve my skills, take more tasks, have more responsibility and learn new technologies.

TECHNICAL SKILLS

| | |
|------------------------|---|
| Languages & Frameworks | C/C++, Bash, Java, Type Script / Java Script, SQL, Python, GLSL, Boost, Dear ImGui |
| Tools & DevOps | Make, CMake, GDB, Gradle, Ninja, GitHub Actions, GitHub CI/CD, Jenkins, Nginx, Docker, MySQL, MFC, COM, Systemd, IPTables, Grafana, Prometheus, x64dbg, IDA Pro, Wireshark, Bruno |
| Security | SSL, PKI secrets, x.509 certificates, Let'sEncrypt, CertBot, Hash generation |
| Specializations | Highload Low-Latency microservices, CLI/Desktop-GUI Applications, Gamedev |
| AI Tools | Ollama, Claude code, Codex, GitHub copilot |

WORK EXPERIENCE

BeNice Games 11.2024 - Present

Herceg Novi - Montenegro

C/C++ Game Developer

Developed games in C/C++ on the company's proprietary engine (W4). Implemented new gameplay mechanics, created reusable modules to optimize the development process, and integrated projects with external APIs when required.

The W4 engine has no visual editor (unlike Unity or Unreal Engine) - all development is done purely through code. Created custom shaders using GLSL. Occasionally developed critical functionality in JavaScript.

Key Responsibilities:

- **Implementation of new gameplay mechanics.** Over 50 new mechanics of varying complexity have been implemented.
- **Development of new tools and modules.** Successfully reduced average development time by 20% and decreased the probability of potential bugs by 30%. Created a *multilingual project system*, enabling the company to take on larger-scale contracts.
- **Bug detection and fixing.** Fixed well over 100 of legacy bugs.
- **Project shipping.** Shipped more than 20 ready-to-play projects.

Stack: C/C++, Emscripten, Java Script, ImGui, CMake, GLSL

WizardSoft 09.2023 - 10.2024

Saint Petersburg - Russian Federation

C/C++ Software Engineer

Developed and maintained a desktop application for creating cost estimation documents (similar to a combination of Excel, Access, and Word). Implemented document processing logic, including estimate creation, linking, automatic formula recalculation, and dependency resolution. Built new UI components using MFC.

Key Responsibilities:

- **Development of modules for new types of estimates.** Implemented over 25 new modules, expanding the number of supported documents (added 7 new types) and meeting client needs.
- **Implementation of new features and improvement of existing ones.** Developed new cross-platform UI components using MFC, that allowed adaptation of 10+ functional forms for Linux.

Stack: C/C++, COM, MFC, VS Studio

Fifth Dimension 11.2021 - 01.2022

Kemerovo - Russian Federation

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Full-Stack Developer

This was my internship during my studies. I developed a website and admin panel using the Laravel framework, designed and structured a MySQL database, and integrated all components into a complete system. This was my first hands-on experience with writing complex SQL queries and data encryption.

Gained practical experience as a Full-Stack developer. Within a short time, successfully built a fully functional website with dynamic content and an admin panel. Also gained hands-on experience with complex SQL queries and data encryption.

Key Responsibilities:

- **UI design and layout.** Successfully designed web-site and admin panel.
- **Database design and structuring.** Created structured database using MySQL.
- **Backend.** Created complex API logic and integrated database.

Stack: PHP, HTML, CSS, Java Script, MySQL, Laravel

EDUCATION

Plekhanov Russian University of Economics, Kemerovo, Russian Federation, 2022

Specialization: Programming in computer systems

LANGUAGES

English: B2 — easily reads technical documentation, understand spoken English fluently, basic spoken

Russian: Native