

# Dmitry Kabak

Last Updated on Aug 2022

Software Developer | userdima@gmail.com

## LINKS

github:// kabbi  
linkedin:// kabbi  
tg:// zubr\_kabbi

## EDUCATION

### BELARUSIAN STATE UNIVERSITY

FACULTY OF APPLIED MATHEMATICS  
AND COMPUTER SCIENCE  
June'16 | Minsk, Belarus

## SKILLS

### LANGUAGES

Commercial projects:  
JavaScript • Java • TypeScript  
Hobby / OSS projects:  
Kotlin • CoffeeScript  
C • C++ • Assembly  
Educational projects:  
Clojure • Python • Rust  
LUA • Go • Elm

### FRAMEWORKS

React • Redux • Angular 1.x  
React-Native • Spring MVC  
Svelte

### DATA STORAGE

Mongo • PostgreSQL • SQLite

### DEV OPS

Heroku • Amazon AWS • DigitalOcean  
SSH • Docker

### INTERESTS

VR/AR • Gamedev • Visualization  
Crypto • P2P • Distributed  
Networking • Embedded • Mobile  
IoT • Robots • Hackerspaces  
Maps • GIS

## EXPERIENCE HIGHLIGHTS

### ONESOIL | JS SOFTWARE DEVELOPER

Feb 2018 - present time | Warsaw, Poland

- Developed and maintained complex Web and Mobile react applications from scratch for 1.5 years as the only front-end developer
- Innovated fast, helping 150K+ people in agriculture to adopt modern technologies and improve their workflow
- Developed internal tooling to speed up RD and analyze incoming data

### CAPTIV8 | JS SOFTWARE DEVELOPER

Nov 2015 - Feb 2018 | Minsk, Belarus

- Used the latest JS stack to create rich social analytics web app from scratch
- Iterated fast and made responsible decisions in a fast-paced startup environment with a small team

### EXADEL | ANDROID SOFTWARE DEVELOPER

Jun 2014 - May 2015 | Minsk, Belarus

- Worked on multi-component entertainment system for TVs, tablets and handhelds
- Improved QA and dev team performance by developing several internal tools to manage device swarms
- Helped to investigate complex low-level Android system problems related to custom firmware, communicated with factory representatives to fix them

## NONPROFIT PROJECTS

### SWIG (GOOGLE SOC 2012) | SOFTWARE ENGINEER

Jun 2012 – Aug 2012 | Minsk, Belarus

Was working on implementing Doxygen documentation parsing code, as part of SWIG wrapper generator. The main goal of the project was to make automatic Doxygen comments translator from C/C++ code to JavaDoc / PyDoc comments.

- Finishing my part allowed the SWIG tool to be used by larger projects with strict documentation requirements, and made onboarding process simpler for new users
- Found out that parsing C++ with context-free grammars is pretty tricky

### PLAN9 LAB (GOOGLE SOC 2013) | SOFTWARE ENGINEER

Jun 2013 – Aug 2013 | Minsk, Belarus

Enhancing, developing and maintaining old (year 1999) Java application converter to Dis - Inferno OS system programming language bytecode. The resulting project was able to run compiled Java apps on Inferno OS.

- Obtained unique low-level developing, debugging and communication skills
- Allowed a wider OS adoption by bringing in well-known popular language
- Learned enough Java internals to help colleagues at work for at least 2 years

## HOBBY PROJECTS

wonderland - early project on distributed systems (DHT, InfernoOS, Plan9)

zanzarah-tools - web-based editor for Zanzarah game

Termux VR - experimental adaptation of Android terminal emulator to Cardboard

zigbee2mqtt adapter - Mozilla WebThings Gateway adapter to use lots of zigbee devices with cheap Zigbee dongle