Anton Vasin

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Master of Science in Software Engineering

Technical proficiencies	Highly proficient in Modern C++. Expert in CUDA C++, OpenGL, Apple Core Image, Java Native Interface, and WebRTC. Experienced in Unity, C#, NodeJS, and FFMPEG.
Languages	Russian: Native English: Advanced

Professional experience

Playrix - Remote
https://playrix.com/
Render Software Engineer

Sept/2023 - Present

Technologies: C++17, Boost C++ Libraries, OpenGL ES 3.0, GLSL, Metal, MSL

Key achievements:
- Revamped cross-platform text rendering system for global-scale game engine (multi-language, multi-title), ensuring consistent visuals across platforms, languages, and writing systems.
- Implemented emoji support and Photoshop-style text effects (shadows, outlines, overlays), using reverse-engineering of PSD rendering to match fidelity requirements.
- Standardized text visual output across iOS, Android, Windows, and macOS, reducing platform-specific inconsistencies.
- Accelerated particle system performance on low-end mobile devices via memory access optimizations and CPU-friendly data layouts.
- Improved numerical stability of the physics integrator in the particle system, enabling more reliable visual effects without increasing compute load.
- Supported multiple internal game studios during engine upgrade migrations, ensuring smooth adoption and minimal regression risk.

Prequel Inc - Remote
https://www.prequel.app/
Lead Graphics Engineer

May/2021 - Aug/2023

Technologies: C++17, Boost C++ Libraries, OpenGL ES 3.0, GLSL, Metal, Apple Core Image, Directed Acyclic Graphs (DAG), Java Native Interface, Swift.

Key achievements:
- Designed a cross-platform real-time image processing engine used in photo/video apps with 50M+ users.
- Built scalable shader graph compiler; delivered 150+ production-grade effects with sub-frame latency.
- Collaborated with Android/iOS teams to integrate native layers via JNI/Swift.

Topcon Positioning Systems - Moscow, Russia
https://www.topconpositioning.com/
Lead Software Engineer

Jun/2019 - May/2021

Technologies: C++17, Qt, OpenGL ES 3.0, DirectX 11.

Key Achievements:

- Refactored legacy 3D engine (200 K+ LOC); resolved ~40 critical concurrency defects (deadlocks/races).
- Designed an ECS-based renderer to support low-power CAD tools on mobile/geodetic devices.
- Delivered battery-optimized rendering pipeline for embedded survey equipment.

EPAM - Moscow, Russia
https://www.epam.com/
Senior Software Developer

Nov/2015 - May/2019

Technologies: C++11, C#, Unity, FFMPEG, WebRTC, Node.JS, Kurento, Docker Compose, AWS EC2, AWS S3.

Key Achievements:
- Integrated WebRTC and FFMPEG into a real-time VR E-learning platform (Unity-based).
- Led 3-dev team; delivered facial animation system with webcam-based recognition in 6 months.
- Supported cross-platform builds (iOS, Android, macOS, Oculus Go).

NANO Security - Bryansk, Russia
https://www.nanoav.pro/
Middle Software Developer

Jul/2013 - Jun/2015

Technologies: C++03, Boost, Microsoft COM, WinAPI, IDA Disassembler.

I started my career as a C++ developer here.

Key Achievements:
- Developed static malware analysis modules and reverse engineering tools.
- Reverse-engineered Java and Android malware samples.
- Extracted structured data from proprietary archive/game formats using custom parsers.

Education	Master of Science in Software Engineering, Bryansk State Technical University