



Kirill Smelkov

4 January 1979, St.Petersburg, Russia

Education	St.Petersburg State University, Physical Faculty, present Ph.D student [Dept. of Quantum Mechanics] (on hold) 2003 MA of Physics [Dept. of Quantum Mechanics, thesis] (A mark) 2000 BA of Physics [Dept. of Mathematical Physics, thesis]
Publications	<ul style="list-style-type: none">– Morskoy Vestnik, Vol 1(21) 2007 (in Russian). <i>"Principles of data bus construction for Integrated Bridge Systems."</i>– International Journal of Quantum Chemistry, Vol 100, Issue 4, 2004. <i>"Chemical bond modeling with correlation effects included."</i>– International Journal of Quantum Chemistry, Vol 96, Issue 3, 2004. <i>"Adiabatic potential analysis for some carbon-containing molecules."</i>
Awards	<ul style="list-style-type: none">– Medal for Labour Merit
Free Software projects	<ul style="list-style-type: none">– RAWV – low-latency lossless video streaming over 1Gbps Ethernet. http://repo.or.cz/w/rawv.git– Navymail – plumbing to store and synchronize mail in Git. http://repo.or.cz/w/navymail.git (work in progress)
Employment	<p>2007 – present</p> <p>Marine Bridge & Navigation Systems Ltd., St.Petersburg, Russia Senior Software Engineer</p> <p><i>Continue working on Ship's Integrated Bridge Systems in a new role after first successful project. Designed and implemented several new game-changing technologies. Modernized target and development infrastructure and tools. Developed and maintained every aspect of the project ranging from low-level bits and custom Linux kernel to high-level application logic, networking, ui, target system, protocols and documentation, archives & integrating everything together. Managing project intranet infrastructure. Performance bottleneck analysis and tuning for target system. Debugging hardware issues. Doing releases & builds. Taking part in and guiding deployments, test-lab, remote & on-field testing, with gaining lots of integration experience for system to work stable as a whole. Part of the codebase ported to Win32. Various derivative projects are also spawned and done along the way. I designed and implemented the following:</i></p> <ul style="list-style-type: none">– Network/hardware/software architecture upgrade for next-generation systems.– Optimizations to key system parts to be an order-of-magnitude faster/smaller, more robust.– Low-latency lossless video streaming over 1Gbps Ethernet.– Remote deployments access over GSM (software and infrastructure).– Next generation build system: fast, correct whole-project incremental rebuild, run from in-tree, cross-compile to Win32 via mingw + incremental porting from Win32 to Linux via winegcc/winelib; faster and incremental flash build.– New bridge subsystems – Technical facilities, Damage control.– Radar infrastructure rework to support sources/sinks, codecs, record/replay/stream over network; 10× compression codec. Linux driver update for new boards.– MIL-STD-1553B testing utilities (monitor, BC replay, universal RT stub), I/O agent upgrade to also work in Bus Controller mode; maintaining vendor driver.– Docutils/TeX extensions and styles for ЕCIIД (Russian unified software documentation system = GOST 19.*); Wrote and typeset several key documents and protocols.– Unified Linux/Windows Git-based workflow for code/documentation/data/media & builds.– On-target testing infrastructure. <p><i>Project: Radar training synthesizer. Designed and prototyped software system architecture for S-57 charts → radar signal synthesis engine. The proto works on both Linux & Win32 (via cross-compile).</i></p> <p><i>Project: Ship's Automatic Weather Observing System. Took part in designing I/O subsystem architecture & implemented most of it. Running-in and debugging hardware issues. Guiding the project through testing stages and first deployment.</i></p> <p><i>Project: ECDIS Communication Unit. Continue maintenance and developing for-service features. Doing releases. Taking part in and guiding deployments. Debugging issues remotely & on-board.</i></p> <p>Used technologies and tools: KISS approach, Debian GNU/Linux, C/C++/Python, Git, TopGit, msys-Git, git-annex, GNU Make, Docutils/RST, TeX, VLAN, perf, grub2, tdb, cython, swig, qemu, py.test, GSM modems, HTTP, SSH, plymouth, gcc, mingw, tinycc, ctags, S-57, GDAL/OGR, cairo, VNC, wine, Qt, SDL, SVG, fuse, dokan, wiki, bugzilla, mailman, etc...</p>

2003 – 2006	<p>Marine Bridge & Navigation Systems Ltd., St.Petersburg, Russia Software Engineer</p> <p><i>Taking part in Ship's Integrated Bridge System development, then leading the project. From scratch layed ground for several important components; took part in system architecture design. Developed and maintained every aspect of the project ranging from low-level bits to high-level application logic, network, ui & integrating everything together. Managed project intranet infrastructure. Performance bottleneck analysis and tuning for target system. Debugging hardware issues. Experimental and on-field testing; taking part in first deployments. I designed and implemented the following components:</i></p> <ul style="list-style-type: none"> – (in part) system architecture. – distributed publish/subscribe communication middleware. – I/O agents – Serial, MIL-STD-1553B/RT, Proprietary/Ethernet. – Protocol libraries – NMEA-0183, MIL-STD-1553B family, Proprietary (lots). – Unified publish/subscribe data namespace: I/O is done by exchanging {name → value} pairs. – Linux driver for RADAR capture board. – Radar rendering engine, Qt+SDL overlay, radar and ARPA-tablet GUI. – Bridge subsystems – Audio, Power, Time, Video (in part), Targets... – Linux driver for several CAN boards; in-house CAN/CANopen-based protocol. – NUT driver for Eltek AL175 UPS alarm module. – Build system for code & target flash. – Tools to perform live host/target run via network. <p><i>Also took over <u>ECDIS Communication Unit</u> development and continued its legacy QNX4 codebase for 7+ months. Later switched to Linux & IBS codebase to unify efforts. Like with Bridge, guided the project through testing stages and first deployments.</i></p> <p>Used technologies and tools: OO approach, C++, STL, C, Python, Debian GNU/Linux, X11, SDL, Qt, darcs, cvs, gcc, g++, gdb, oprofile, valgrind, ctags, wiki, TeX, docutils/rst, doxygen, bugzilla, mailman, wine, freetype, x86 assembler, MMX, etc...</p>
2001 – 2003	<p>Night Bird Software Ltd., St.Petersburg, Russia Software Engineer</p> <p><i>Taking part in Home Automation System project. This first work allowed me to learn GNU/Linux development a lot. I designed and implemented the following components:</i></p> <ul style="list-style-type: none"> – Video: <i>record, playback, streaming to net</i>; also DC10+ video-capture board hardware & its driver modifications to support subimage feature. – Audio: <i>record, playback, streaming to net</i>; plus Java applet for GSM playback on client side. – Modem: <i>voice, fax, ppp</i>. – Speech: <i>text-to-speech synthesis for Russian and English</i> using Speaking Mouse (Win32 DLL via Winelib) and IBM ViaVoice for Linux engines. – Custom distribution based on RedHat Linux. I integrated crypto-fs support into the system and wrote additional parts to the installer (UPS setup, raid tuning, custom installation profile). <p>Used technologies and tools: OO approach, C++, C, Python, Java, Linux, speech engines, wine, anaconda, cvs, gcc, g++, gdb, valgrind, ctags, etc...</p>
Additional experience and skills	<ul style="list-style-type: none"> – Good math and learning abilities. – Can concentrate on high-level design as well as on low-level bits when needed. – Read and navigate through other's code easily. – Threading & concurrency, distributed systems, real-time, networks, protocols. – Once took part in cognitive psychology study. Research done with R+Graphviz. <p><i>Hobby/study and other projects developed while being at school/university:</i></p> <ul style="list-style-type: none"> – Tools & optimized libraries for quantum-chemistry research (Fortran, C). – AON (Russian analog of Caller ID) software decoder. Hooked it to vgetty. – Firmware for Z80-based modem, debugged low-level tx/rx protocol. Later developed this modem software emulation for Linux (via sound card). – C compiler for Z80 (started with a friend, later put on hold). – Custom accounting system (MS Excel, VBA, PC Anywhere). – Binary patched Laser Squad to work via modem (enjoyed playing it with friends). – Simple multitasking kernel for Z80 (dreamed since first heard about UNIX). – Visual image recognition based on 2D density series (high school diploma). – At school I used to program on ZX Spectrum (Basic, Z80 assembler) and in the first years I enjoyed reading books and pen+paper programming (had no computer at home).

Languages	Russian (native), English (technical)
-----------	---------------------------------------

References	Available upon request
------------	------------------------

Hobbies	Horses, studying things
---------	-------------------------