

Pavel Bibichenko

C++ Tech Lead | Software Engineer

A dedicated C++ Tech Lead specializing in embedded technologies. I have a strong track record of delivering high-performance software solutions and leading teams through complex projects. My passion lies in innovation and problem-solving, and I enjoy mentoring others to help them grow in their careers.



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📍 St. Petersburg, Russia

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🐙 github.com/erhoof

📠 Telegram: @erhoof

📅 12 December, 1999

🌐 linkedin.com/in/erhoof

WORK EXPERIENCE

C++ Tech Lead SkyTechnologies, LLC

06/2021 - Present St. Petersburg, Russia

A leading provider of software solutions for POS terminals, specializing in secure and efficient banking payment processing

Achievements/Tasks

- Received a promotion and became the tech lead managing the software development department.
- Merged all branches to enable external software configuration, delivering an out-of-the-box experience for any client with a single application build.
- Created a Local Key Loader that enables secure master key loading for our devices.
- Transitioned all projects from a collection of bash scripts for building to CMake, incorporating cross-vendor support through toolchain files.
- Transitioned the development process to GitFlow with CI.
- Developed a set of shared libraries to support external payment protocols.

EDUCATION

Bachelor's degree: Information Systems and Technology Baltic State Technical University "Voenmeh" named after D.F. Ustinov

09/2018 - 09/2022 St. Petersburg, Russia

Courses

- C/C++ Development
- Databases
- Discrete Mathematics
- Data Structures and Algorithms

SKILLS

C++

Linux

Git

CMake

EMV

RTOS

Code Review

Onboarding

Conducting interviews

Network Applications

Multithread Applications

Project Management

PERSONAL PROJECTS

TypeScript to ASM Transpiler (04/2021 - 06/2021)

- Gained in-depth understanding of compiler design and architecture, including lexical analysis, syntax parsing, semantic analysis, optimization techniques, and code generation.

eGLE, OpenGL 3 Game Engine (01/2021 - 04/2020)

- Acquired extensive knowledge in game engine architecture and development processes.

Open Source Forks and Contributions (01/2022 - Present)

- Wanted to take a part in Open Source community by updating necessary apps such as Podcasts

Series of Linux Kernel Development experiments (04/2023 - Present)

- Wanted to extend my knowledge of Linux Kernel Module development

ACHIEVEMENTS

Took a part in PLUS Conference (Payment Systems) (09/2023 - 09/2023)

Successfully presented our project, leading to the signing of agreements for the launch of multiple pilot projects.

LANGUAGES

English

Full Professional Proficiency

Russian

Native or Bilingual Proficiency

INTERESTS

Open Source

Linux

Payments

Embedded