

Resume

Kirill Osenkov

Software Design Engineer in Test, Microsoft

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EDUCATION:

10 / 2003 – 09 / 2007	Brandenburg University of Technology , Cottbus, Germany Department of computer science. Graduated 2007: Diplom-Informatiker (MSc in Computer Science)
09 / 1999 – 08 / 2002	Kharkiv National University , Kharkiv, Ukraine. Department of Mathematics and Mechanical Engineering, applied mathematics. Overall note: excellent.

EXPERIENCE:

07 / 2006 - 09 / 2006

Second internship at Microsoft Corporation (Redmond, WA, USA)

Position:	Software design engineer in test (SDE-T)
Project:	Microsoft Domain Specific Languages Tools (DSL Tools)
Tasks:	Designing and implementing unit tests, designing and refactoring the test framework, writing test plans, fixing bugs, running tests, bug bash.
Responsibilities:	Coverage of product areas. Ensuring product quality and stability.
Technologies:	<ul style="list-style-type: none">• Visual Studio 2005• Visual Studio SDK• DSL Tools• Microsoft internal tools
Results:	<ul style="list-style-type: none">• Re-enabled and refactored two stale test projects and adapted them to run and pass on the latest product version, which produced coverage of two product areas• Wrote unit-tests to increase code coverage• Fixed and resolved bugs in a different product area (text templating editor and its VSIP integration)

07 / 2005 - 09 / 2005

First internship at Microsoft Corporation (Redmond, WA, USA)

Position:	Software design engineer in test (SDE-T)
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Project:	Microsoft Domain Specific Languages Tools (DSL Tools)
Tasks:	Designing and implementing functional tests, developing test tools, running tests, bug bash.
Responsibilities:	Coverage of product areas. Ensuring product quality and stability.
Technologies:	<ul style="list-style-type: none"> • Visual Studio 2005 • Visual Studio SDK • DSL Tools • Microsoft internal tools
Results:	<ul style="list-style-type: none"> • achieved coverage of one product area by writing functional tests (unit-tests) • developed a tool to synchronize test case databases • organized a process of nightly test runs and result evaluation • found and logged numerous bugs • communicated with the team to help triage and fix important bugs • updated and proof-read the documentation to correspond to the current release of the product and to ensure quality

06 / 1999 – 10 / 2002

Research Laboratory of Kharkiv State Pedagogical University

Position:	Software developer and researcher
Project:	DG Dynamic Geometry – educational software for school geometry course.
Tasks:	design, programming, documentation.
Responsibilities:	Co-author of the software and lead programmer. Beside design and programming itself, coordinated the

	<p>development process, discussed and documented requirements, made final decisions in design, maintained the current version, integrating and synchronising the work of the team.</p> <p>Did some successful research in the area of dynamic geometry and data structures in computational geometry.</p>
Technologies:	Visual Basic 6.0, Win32 API.
Results:	<p>Software was successfully certified by Ukrainian Scientific Center for State Registration and Certification of Information Technologies, officially recommended for usage in school education by the Ministry of Education and Science of Ukraine and is now being used in ukrainian schools.</p>

SKILLS AND ABILITIES:

.NET

Deep understanding of .NET Framework, CLR, Class Library.

Languages: VB.NET, C#.

OOP

Design Patterns, Modeling, UML basics.

Trans-OOP

Interest in new paradigms, such as language-oriented-programming, domain specific languages, software factories, language workbenches, aspect-oriented programming, code generation and transformation, meta-programming, declarative elements.

Theory

Strong mathematical background (logic, discrete mathematics, geometry, calculus, algebra) and theoretical computer science (algorithms, efficient data structures, complexity issues, computational geometry). Very experienced in designing class hierarchies.

ACHIEVEMENTS AND PUBLICATIONS:

All-Ukrainian contest awards:

- EcoSoft-2002, Kyiv – software development student contest, 1st place
- MAN-99, Kyiv - programming contest, 3rd place
- English language contest, Kyiv – 3rd place

Conferences (with paper submission):

- ITONT-2002, Cherkassy - conference on IT in education, science and technics
- Carazin Readings 2002, Kharkiv - student research presentations
- NUA-2001, Kharkiv - conference on IT in distant education
- MicroCAD-2000, Kharkiv - conference on achievements of science and technology
- Member of Junior Academy of Science of Ukraine (organisation of young scientists)

Publications:

- Rakov S., Gorokh V., Osenkov K. – „Exploring geometry through interactive experiments in DG software“, Kharkiv 2002, 134 pages.
- DG Dynamic Geometry software: Conception and Implementation, in: Proceedings of the MicroCAD-2000 Conference (Information Technology in Science, Technics, Education).
- DG Dynamic Geometry application and its possibilities for creating mathematics distance education courses (in Russian), in: Materials of NUA Conference, 2001, Kharkiv, Ukraine

PERSONAL QUALITIES:

	optimistic, easy-going and friendly. Enjoy communication and love team spirit.
I am 😊	able to make weighted decisions, to plan and discuss activities in a group, to organize members of a team and distribute tasks with respect of personal qualities of each member, to make effective and clear presentations and have many other leaders' qualities as well.
	attentive and possess listening and discussion skills, because it is in the nature of a good programmer, to be able to really understand the client and the problem field.

always willing to learn and accumulate knowledge, in struggle for self-improvement and constant learning.

ready to help, to share my knowledge and to explain (some people say I have a pedagogical talent, others prefer saying that I can well serialize my mental object graph into a speech stream 😊)

flexible, because rapidity, adaptation and readiness for change are my strong sides, as well as accepting criticism, listen to other people's opinions and always following good advice.

hard-working and always striving for perfection, but know where to stop. Quality is my primary goal, although time and resource boundaries are also carefully taken into account.

responsible and reliable, especially when working in a team. Will do my best to do my part of the job thoroughly and in time. Special capability of fitting tight deadlines. A little individualistic approach to responsibility: willing to be fully responsible for my part of the job, holding everything under personal control.

LANGUAGES:

English, German, Russian, Ukrainian, VB.NET, C# 😊