



Egor Tensin

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Experience

September 2014 – present *Software Engineer* at Netwrix Corp. (www.netwrix.com)

I have been taking part in development of an enterprise-scale product as a member of a core R&D team. I was responsible for developing various low-level components:

- a "task scheduler" to provide means of asynchronous execution using thread pools,
- a modular REST API implementation backbone,
- etc.

Key skills & technologies employed:

- C++ programming, with the focus on multithreading,
- .NET programming using C#,
- SQL Server Reporting Services,
- XML, XSLT, XSD.

April 2012 – May 2014 *Performance Engineer* at EMC Corp. (russia.emc.com)

I developed and maintained a tool for disclosing, analyzing and solving storage system performance issues, specifically process & thread synchronization issues. The tool was used to increase the performance of a few storage systems by a few percent.

I also troubleshooted general performance issues within enterprise storage systems, including profiling, benchmarking, etc.

Key skills & technologies employed:

- C++ programming (inc. C++11 & Boost),
- C & x86(-64) assembly language programming,
- cross-platform development using CMake,
- Microsoft Windows programming using WinAPI,
- POSIX-compliant system programming,
- Microsoft Windows & Linux kernel module programming,
- debugging Microsoft Windows kernel modules using WinDbg,
- profiling using perf, Microsoft Windows Performance Toolkit and Intel VTune Amplifier.

May 2012 – September 2013 *Software Engineer* at Lanit-Tercom, Inc. (www.lanit-tercom.ru)

I took part in a R&D on the impact introduced to the performance of a storage system by process & thread synchronization issues. A prototype of a tool for disclosing, analyzing and solving specific storage system performance issues was developed.

Key skills & technologies employed or studied:

- C & x86(-64) assembly language programming,
 - Python programming,
 - Microsoft Windows programming using WinAPI,
 - Microsoft Windows kernel module programming,
 - debugging Microsoft Windows kernel modules using WinDbg,
 - x86(-64) architecture (interrupts, caches, memory barriers, atomic operations, etc.),
 - undocumented Microsoft Windows features (system service dispatching, etc.).
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Education

2009 – 2013

Bachelor of Computer Science at SPbSU (eng.spbu.ru)

During my education, I've been focusing on the following topics:

- x86(-64) architecture (including writing a term paper "Verification of a x86-64 disassembler"),
 - x86(-64) microarchitecture (including working on my bachelor thesis "Attacking AES in a cloud using CPU caches").
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Programming Languages

- C, x86(-64) assembly
- C++ (inc. C++11 & Boost)
- Python

Languages

- Russian — mother tongue.
- English — B2 (upper intermediate).

Development Tools & Technologies

- Microsoft Visual Studio
- CMake, GNU Make
- CMD, GNU Bash, PowerShell
- AccuRev, Apache Subversion, Git, TFS
- GDB, WinDbg
- perf, Xperf, Intel VTune Amplifier

Other Tools & Technologies

- LibreOffice, Microsoft Office
- CygWin
- \LaTeX