

Curriculum Vitae

Victor Luchitz

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http://en.wikipedia.org/wiki/Victor_Luchitz

<http://hkitchen.net/>

Education

- 2005-2007** E.Sc. (with Excellence) in [Automated Systems of Data Processing and Computer Technologies](#), [Moscow State Aviation Technological University](#).
- 2001-2005** B.Sc. in [Informatics and Computer Science](#), [Moscow State Aviation Technological University](#).
- 1991-2001** Moscow Secondary School 1278 (specialization in English language).

Technical Skills

Programming Languages

Proficient in C, C++, GLSL, Visual Basic, PHP. Familiar with Pascal, Perl, bash, SQL, and x86 assembler.

Software Management

Proficient in using CVS, SVN, Bugzilla and other various bug tracking systems for software development and maintenance.

Environments

Proficient Microsoft Visual Studio, Eclipse, and Zend Studio. Familiar with GNU/Linux and UNIX development tools.

Data Structures and Algorithms

Excellent theoretical background and practical skills.

3D Graphics and Gaming Technologies

Proficient in OpenGL with excellent practical skills and experience as demonstrated by [acclaimed](#) developed game engines and modifications, utilities, relevant articles and publications. Familiar with Direct3D.

Relevant Experience

2007-now [Waršow](#). Engine developer.

Waršow is a multiplayer first-person shooter computer and video game. One of its most important ingredients is the ideology of cyberpunk which is achieved by cartoon-like graphics coupled with cel-shading. Future releases will feature updated graphics, which will heavily utilize GLSL for various per-pixel effects, while still abiding to the original concept.

2004-now [hmap2](#). Co-founder and developer.

hmap2 is a quake map compiler suite, a combination of qbsp+vis+light+bsp2prt+bspinfo utilities all in one. The suite is notable for its features and improved usability for map authors.

- 2002-now** [qfusion](#). Founder, lead developer, and maintainer.
qfusion is a game engine based on sources from Quake II code. This engine has helped to set the bar for many other Quake II engine projects. A popular feature of the engine is the ability to correctly render the entire range of content for Quake III. The rendering backend was rewritten from scratch and outperforms that of Quake III on modern hardware. qfusion is also notable because [WarŞow](#), a free standalone game currently gaining popularity, is based on it. The latest release of the engine features support for per-pixel lighting using GLSL.
- 2002-now** [ToChriS Quake](#). Founder, lead developer, and maintainer.
ToChriS is a game engine based on sources from Quake I code. The project was originally started to counterbalance the trend of writing 3D engines that required hardware acceleration. The engine adds new features to software rendering backend of Quake, some of them have been coded in x86 assembler.
- 2002** [CodeRed](#). Developer.
CodeRed is a freeware single-player game built with the use of the Quake II game engine, which has gained excellent reviews upon its release and is still being developed and maintained (under name "Alien Arena") by the founder.
- 2000-2001** [Project Twilight](#). Developer.
Project Twilight was started as a Quake effort that focused on keeping the code clean and simple so that talented coders who wanted to help with the project would not have go through a high learning curve in order to jump into the project.
- 1999** Clones. Founder and lead developer.
Clones is a modification/utility that emulates Quake II clients, clones can be manipulated by a master client (one can make them shoot, jump, turn around, or follow). This utility was used in "[Flesh vs Steel 2](#)" movie for mass action scenes, which were groundbreaking at that time.
- 1997** RQAMod. Lead developer.
RQAMod is a modification, that has been originally used in the first series of Quake Russian League matches. It was one of the first modifications ever developed that featured a concept of team-talk triggers (i.e. sending messages to teammates automatically upon receipt of a certain item).

Articles and Publications

- 2006** "Difficulties in Internet Traffic Accounting on Corporate Networks", with Sergei Gusnin and Igor Mishin, E.Sc. diploma thesis talk, published in «New Materials and Technologies. NMT-2006», vol. 2, page 140, ISBN 5-93271-398-0.
- 2004** "[Overbright Rendering Using Multitexture Combine Extension](#)", game programming tutorial for [Quake Standards Group](#).
- 2002** "[Bots: From A to Z. Artificial Idiots for 3D Wars](#)", published in «Igromania» game magazine, #2 (53).
- 2001** "[Like Father Like Son. Fundamentals of Modding](#)", published in «Igromania» game magazine, #11 (50).
- 1999** "[How to Become Spielberg](#)", with Alexander Koloskov and Alexander Smirnov, published in «Xakep» magazine, #10.