



Profile

I'm a professional software developer with strong mathematics and programming background. With over a decade of experience, I have specialized in the dynamic realm of the gambling industry, encompassing game development, calculation of PAR sheets, deployment of casino systems, and hardware and software integration. My extensive knowledge positions me to excel in delivering innovative solutions within this specialized field.

+1 (702) XXX-XXXX
nikolay@neupokoev.xyz
Las Vegas, Nevada

Education

Novosibirsk State University
Applied Mathematics and Computer Science
"Modeling the active perception"
Master
Sep 2006 - June 2012

Publications

Vityaev, E.E., Neupokoev, N.V.:
Formal model of perception based on fix-point of anticipations. In Approaches to mind modeling. pp. 155-172, Moscow, URSS Editorial (2014)

Vityaev, E.E., Neupokoev, N.V.:
Perception and pattern formal model as a fix-point of anticipations. Vol 6, No 1, pp.28-41, Neuroinformatics (2012)

Expertise

git C++ Python
C Lua Docker
Java PostgreSQL
Bash
JavaScript Linux
Kotlin

Experience

- April 2022 - present

Etho Gaming
Las Vegas, NV

Mathematician Engineer

Achieved a significant milestone by successfully guiding a Class II system through the certification process at BMM Testlabs, establishing a reputation for reliability and quality. Redesigned the system's backend, introducing a modular architecture that seamlessly and transparently switches between Class II and Class III types of mathematical models.
- Feb 2018 - Sep 2020

Slot Constructor
Las Vegas, NV

Director of Mathematical department

Designed mathematical models for Class III games which were certified in the test laboratory as GLI-11 compliant. Led development of server-based system with unique bingo rules imitating gameplay and frequencies of RNG casino games. Introduced TDD practices by adding unit and integration tests for a legacy project, laying the foundation for future enhancements and refactoring. Adopted CI process from scratch, leveraging Jenkins, Docker, and PXE technologies to reduce the team's release preparation time significantly.
- Oct 2015 - Feb 2018

Slot Constructor
Las Vegas, NV

Lead Mathematician Engineer

Simplified development process by dividing monolithic games into separate backend and frontend components. Integrated gaming board GPIO, NVRAM, and various peripherals like bill acceptors, printers, and card readers, into a unified platform, ensuring clear separation from the game logic. The platform was supported by test scenarios and test cases. Provided mentorship to junior team members, guiding them in game development and the maintenance of the backend system.
- Oct 2012 - Oct 2015

Slot Constructor
Novosibirsk, Russia

Mathematician/Engineer

Held sole responsibility for development and release casino games for many companies in Russia, USA, Malaysia, Mexico, and Argentina. Provided remote installation support for company's embedded system based on Linux. Developed highly optimized simulation programs that calculate outcome of slot games.

About

My master's thesis project initially focused on the analysis of gene regulatory sequences in bioinformatics. However, I transitioned it to model neuron behavior, reflecting my aspiration around the creation of artificial intelligence systems. In addition to this, my passions extend to game development, exploration of unconventional computer applications, robotics, graphical design, cycling and board games.