Best Technology Talent For Companies Around The World



ncube

Roman

Senior Embedded Engineer

Summary

Senior Software Engineer with 11+ years of experience across desktop, embedded, mobile, and automotive software development. Deep expertise in Qt/QML/C++ for cross-platform HMI and industrial applications, with strong background in multi-language GUI development, computer vision integration, and automotive in-vehicle infotainment systems.

Experienced in full-cycle development from architecture and implementation through testing, deployment, and code review. Comfortable across Windows, Linux/Unix, and macOS environments. Has led and mentored engineering teams in complex international projects. Based in Khmelnytskyi, Ukraine.

TECHNICAL SKILLS:

- Languages: C++, Java, Android, Bash, JavaScript, TypeScript, TCL, Python, Perl (experienced); Rust (basic)
- Frameworks & Tools: Qt5/Qt6, QML, CMake, vcpkg, Node.js, React, Tauri, Protobuf, FlatBuffers, ZeroMQ
- Mobile & Embedded: AOSP, Android System UI, Raspberry Pi, AppMan architecture
- Testing: GTest, Squish, unit and integration test coverage
- DevOps & Infra: Docker, Ansible, Azure DevOps, Git, Perforce, CI/CD pipelines
- Databases: Oracle DB, Informix, PostgreSQL, SQLite
- IDEs: Qt Creator, VS, Xcode, VS Code, CLion, IntelliJ IDEA
- AI-assisted development: Claude Code, llama.cpp
- OS: Windows 10/11; Unix/Linux (HP-UX, Solaris, Debian, OpenSUSE, Ubuntu); macOS

Professional Career

Senior Software Engineer

February 2024 – Present | **Khmelnytskyi, Ukraine**

Project Info:

nCube — AgriTech and industrial automation. Optical inspection and sorting machines for nuts and dried fruit, incorporating computer vision, deep learning, and operator GUI.

Responsibilities:

- Migrated operator GUI to Qt6/QML/C++, modernising the codebase and improving maintainability
- Added multi-language support covering 10 languages to enable international deployment of machines
- Developed multi-machine group control views for centralised machine management
- Integrated Tauri/Node.js web applications into the CMake build system
- Ensured test coverage with GTest; investigated and resolved bugs across the GUI and machine control stack
- Applied AI-assisted development workflows using Claude Code and llama.cpp

Software and technologies:

Qt6, QML, C++, CMake, vcpkg, Tauri, Node.js, GTest, Docker, Claude Code, llama.cpp

Senior Developer

February 2022 – February 2024 | **Khmelnytskyi, Ukraine**

Project Info:

Betting domain. Customer betting platform spanning multiple subsystems with complex end-to-end flows.

Responsibilities:

- Developed complete customer betting flows across multiple interconnected subsystems
- Implemented business logic using Tcl and Java within a multi-subsystem architecture
- Deployed and managed applications using Docker and Ansible
- Ensured test coverage with Squish and GTest; investigated and resolved bugs across the platform
- Managed complex transaction and session flows across distributed system components

Software and technologies:

Tcl, Java, Docker, Ansible, Squish, GTest

Technical Lead

May 2021 – February 2022 | **Khmelnytskyi, Ukraine**

Project Info:

Automotive domain. In-vehicle infotainment HMI on Qt6 and Android (AOSP), developed for embedded automotive targets.

Responsibilities:

- Developed HMI components using Qt/QML/C++ with Qt6 and AppMan architecture
- Developed and maintained Android System UI and application layers within AOSP
- Led code reviews and onboarded and mentored new C++/Qt/QML engineers on company and project standards
- Built and maintained Docker images for project build environments
- Developed a cross-platform support application in Python/PyQt, running on Raspberry Pi, Windows, macOS, and Debian 11
- Maintained Python build, deployment, and packaging scripts for the project
- Wrote unit tests for new features and resolved bugs and audit issues

Software and technologies:

Qt6, QML, C++, AppMan, AOSP, Android, Python, PyQt, Docker, CMake, Raspberry Pi

Software Developer

May 2017 – May 2021 | **Kyiv, Ukraine**

Project Info:

Project management software. Hansoft is a cross-platform Agile (Scrum/Kanban) planning tool.

Responsibilities:

- Migrated legacy Qt Widget components to QML-based UI
- Developed Kanban board functionality using QML
- Upgraded Qt versions across the application codebase
- Integrated Protobuf for data serialisation
- Developed dynamic QML elements for the planning tool UI

Software and technologies:

Qt, QML, C++, Protobuf, Git

Software Developer

November 2016 – May 2017 | Kyiv, Ukraine

Project Info:

Automotive domain. In-vehicle HMI development on Qt/QML for automotive clients.

Responsibilities:

- Worked as frontend developer on automotive HMI projects
- Developed interface and logic components using Qt/QML for in-vehicle infotainment systems.

Software and technologies:

Qt, QML, C++

Software Developer

August 2015 – November 2016 | Kyiv, Ukraine

Project Info:

Cross-platform Agile (Scrum/Kanban) planning tool integrated with Jira.

Responsibilities:

- Developed cross-platform desktop application features supporting Scrum/Kanban workflows
- Contributed to full-cycle development following Scrum methodology
- Wrote code for client, server, and SDK layers, including automated tests
- Participated in merging Hansoft application functionality with Jira integration

Software and technologies:

Qt, QML, C++, Java, Git, Jira

Education

2006 – 2010

NTUU "KPI", Institute of Telecommunication Systems

Bachelor’s Degree in Information Communication Networks

Foreign Languages Skills

Ukrainian: Native

English: Advanced