

Anton Oreskin

SENIOR SOFTWARE ENGINEER | TECHNICAL TEAM LEAD

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Software engineer with more than 20 years of experience in integration, backend and systems development. I combine technical depth with responsibility for teams, client onboarding and production systems. I build open-source games, GPU software and developer tools, alongside private hosting and email services in V.

PROFESSIONAL EXPERIENCE

Independent Software Engineering

2021–present

Open-source projects and private infrastructure

- Developing Torus Trooper, a Vulkan arcade game with replays and customizable controls, alongside a hardware-accelerated H.264/MP4 player.
- Maintaining generated Vulkan and OpenCL bindings, typed helpers, memory allocators and a V development environment for Kakoune.
- Reproducible builds, tests and CI across compilers and platforms, with documented GPU-interoperability examples and technical learning guides.
- Since 2026: developing and operating private V-based web and email services on my own VPS, with automated deployment, monitoring and tested recovery.

Software Consultant

2018–2020

DATAGROUP | Berlin, Stuttgart and Hamburg

- Planned and developed the backend of an Azure task-management application; coordinated two frontend engineers through stand-ups and Azure Boards.
- Built Android workflows for onboarding, inventory search, scanning, reordering and transport status, using Kotlin and SQLite.
- Maintained .NET systems and implemented XML-to-SEPA payment processing.

IT Operations Team Lead

2012–2017

travel audience | Bonn and Berlin

- Led a six-person team responsible for international advertiser integrations and import software across data formats and transport protocols.
- Owned technical client onboarding, campaign tooling, monitoring and level-three support.
- Planned cross-team processes, delivered technical onboarding and mentored an apprentice who graduated with a 95-percent result.

SELECTED PROJECTS

Torus Trooper

V | Vulkan | Windows and Linux

Free tunnel-racing arcade shooter inspired by Kenta Cho's original. Original spacecraft and courses, three difficulty modes, configurable keyboard and controller input and a replay library with import and export. Public desktop packages, source code and technical documentation.

v_vulkan_video

Vulkan Video | H.264 | MP4

Hardware-accelerated player with B-frame display ordering, profile checks, GPU selection, metadata rotation, timing, resize and looping. The current Linux prerelease was checked against FFmpeg across 1,306 decoded frames; Windows hardware playback is not yet validated.

Khronos bindings and GPU interoperability

Vulkan | OpenCL 1.0–3.0

Reproducible registry generators, complete low-level APIs and opt-in typed ownership helpers with ABI and compiler checks. A particle example connects OpenCL and Vulkan through shared GPU memory and semaphores, with a host-staged fallback.

vlang.kak

Kakoune | VLS | GDB

V development environment with language-server integration, navigation, diagnostics, testing and local debugging. Managed installation and updates preserve personal settings; documented recovery complements the maintenance workflow.

Memory and UI building blocks for V

memory | vkmemalloc | GLFW | ImGui

Checked pools plus range, linear, ring and buddy allocators; a V-native Vulkan allocator builds on them with block suballocation, memory budgets and diagnostics. GLFW and Dear ImGui/ImPlot bindings support the applications.

host (private)

V | Linux | Web and email

Web hosting, SMTP/IMAP, certificate management and automated website deployment on my own VPS. Encrypted backups and recovery have been tested. The software is in production use but remains private during extended stability and interoperability testing; no publication date is set.

TECHNICAL CAPABILITIES

Systems	V, C, C++, Vulkan, Vulkan Video, OpenCL, H.264, MP4, GPU interop, C interoperability
Backend	C#, .NET, ASP.NET MVC, REST, SOAP, JavaScript, Kotlin
Data	MS SQL, PostgreSQL, MongoDB, Redis, SQLite; CSV, XML, JSON, YAML
Platform	Linux, Git, GitHub Actions, Jenkins CI/CD, Azure, AWS, CMake, Meson, debugging and performance analysis
Leadership	Team leadership, technical planning, mentoring, client integration, documentation, level-three support

LANGUAGES

German, English, Russian

[Website](#) | [GitHub](#)

