



Bio

Vladislav Salnikov
Russia, Moscow

Fields of interest

- * Software dev & arch design
- * Software security
- * Reverse engineering
- * Game development

Skillset

- * C/C++(std11, STL, Boost)
- * Assembly x86/x86-64
- * Python
- * Powershell
- * ^NIX
- * WinAPI
- * OpenGL
- * VCS
- * Build-automation systems
- * Code-documentation systems

Toolset

- * Visual Studio
- * MASM32
- * PyCharm
- * WinDbg
- * IDA Pro
- * Git
- * make
- * CMake
- * Doxygen

Education

Moscow Engineering Physics Institute
Cryptology & Discrete Mathematics Dept.: 2011-2016

Work experience

- * Equation group: 2015-2019, software developer/reverse engineer
- * M13: 2019-now, senior engineer

Links



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github.com/XXXRef



t.me/XXXRef