Miroslav Peshev
Web Developer

CONTACT

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UP UpWork

SKILLS

TECH SKILLS

- User Authentication
- CRUD Operations
- Real-time Data Handling
- Deployment & Hosting
- Debugging
- State Management
- Real-time Communication
- Cloud Services
- Version Control
- API Integration

SOFT SKILLS

- Communication
- Teamwork
- Creativity
- Meeting deadlines
- Critical thinking
- Analytical thinking

LANGUAGES

Bulgarian ● ● ● ● ● ●

English ● ● ● ● ○ ○

👤 PROFILE

Front-End Web Developer with hands-on experience building modern, scalable, and user-focused web applications. Skilled in Angular, React, TypeScript, and delivering features end-to-end from reusable components to performance optimisation and real-time data integrations.

Experienced across both personal and professional projects, with a focus on clean architecture, maintainable code, and solving complex UI challenges. Adaptable, fast-learning, and committed to contributing meaningful value to every team.

Dedicated to writing reliable, efficient code and creating interfaces that balance performance, usability, and modern design standards.

Front-End: *Html, SCSS, JavaScript, TypeScript, Angular, React, Vite, Zustand*

Back-End: *NodeJS, ExpressJS, Socket.io, Cors*

Services & Hosting: *Firebase (including Firestore), Linode*

💼 EXPERIENCE

Front-End Web Developer

- **Cignus Consulting**   *Aug 2024 - present*
  - *Developed and maintained production-grade Angular applications using TypeScript, SCSS, and modern frontend architecture.*
  - *Built reusable UI components and delivered new features aligned with client and product requirements.*
  - *Debugged, tested, and optimised complex modules, improving application stability and performance.*
  - *Worked with libraries and tools including Cesium, Mapbox, ApexCharts, and Keycloak.*
  - *Collaborated closely with cross-functional teams to meet deadlines and deliver responsive, user-friendly interfaces.*
  - *Optimised generated downloadable content, resulting in faster downloads and reduced data usage.*

Full-Stack Web Developer

- **Interval Pro**   *Jun 2024 - present*
  - *Delivered front-end and back-end features across multiple client projects, ensuring reliable and maintainable code.*
  - *Built and updated reusable components, resolved bugs, and improved application performance across several platforms.*
  - *Implemented real-time data synchronisation with Socket.io, enhancing live updates and user experience.*
  - *Optimised components and application structure, reducing page load time by 30%.*
  - *Integrated modern frameworks, APIs, and web technologies to support scalable features and smooth functionality.*
  - *Adapted quickly to changing requirements and collaborated directly with the team to deliver work within tight timelines.*

PROJECTS

CessIRO – *Multiplayer Chess Application*
React, TypeScript, Vite, Zustand, SCSS, Express, Socket.io, Linode

- *Built a full real-time multiplayer chess game with secure room creation, password protection, and complete chess logic (legal moves, check, checkmate).*
- *Developed a scalable backend using Express and Socket.io to manage live game states and real-time communication between players.*
- *Deployed the application on Linode and configured environment for stable long-running WebSocket connections.*

Repo: ChessIRO

NextCharPredictor – *Custom Next Character Prediction App*
TypeScript, React, Zustand, Custom Algorithm

- *Built a lightweight predictive typing engine that learns from user-provided text and predicts the next character in real time.*
- *Implemented a multi-order Markov-style model with weighted probabilities, fallback logic, and ranked top-N predictions.*
- *Developed English and Bulgarian versions of the app using separate language data packs.*
- *Created a simple UI for training the model and visualising prediction stats.*

Repo: NextCharPredictor

NeotronVisualizer – *Probabilistic Simulation & Visualisation Tool*
React, TypeScript, Zustand, Pixi.js, Framer Motion, Recharts, Custom Algorithm

- *Built an interactive simulation app modelling neotron behaviour using a custom probability-based algorithm*
- *Implemented detailed step-by-step simulation logic with coefficients, extinction detection, and live result summaries.*
- *Developed real-time visualisation using Pixi.js, animated UI elements with Framer Motion, and statistical charts with Recharts.*
- *Designed a modular architecture with Zustand state management and reusable simulation utilities.*

Repo: NeotronVisualizer

LogicGatesSimulator – *Interactive Circuit Builder*
React, TypeScript, Vite, React Flow

- *Built a visual logic circuit simulator where users can drag-and-drop gates, connect them, toggle inputs, and see outputs update in real time.*
- *Implemented core logic for AND, OR, XOR, NAND, NOR, and NOT gates with live signal propagation across connected nodes.*
- *Developed an interactive editor using React Flow, including wire connections, dynamic node states, and responsive canvas behaviour.*
- *Added simulation features such as adjustable input probability and real-time recalculation of circuit outputs.*

Repo: LogicGatesSim

🎓 EDUCATION

Vocational High School of Electrical Engineering   *2009*
- *Experience with circuit design, simulation software, and automation technologies.*
- *Strengthened problem-solving, project management, and teamwork abilities.*
- *Developed key skills in electronics, mechatronics, and computer science.*

🎖 CERTIFICATIONS & COURSES

- **Udemy - The Complete Web Developer Zero to Mastery**
  Completed an extensive course covering full-stack web development

- **freeCodeCamp.org - React JavaScript Framework**
  Completed React full course

- **Google, Santander - Google: Artificial intelligence and productivity**
  Certification ID: Serial number: OA-2024-0823000517882