

martinnestorov

programmer

about

Linux, Emacs, and
FOSS enthusiast
Plovdiv, Bulgaria

contacts

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languages

English
German

tech

Java  Lisp 
Python  TDD 
git  *nix 

activities

rock climbing
outdoor gymnastics
making music
hiking
coding projects that
might get done

side projects

proc-scheduling-
analysis
sorting-visualized
promise
mish-mash + jayVFS
pyther
NLP in Media (closed
source) [doc]
Cpp-please

interests

Programmer and Free and Open Source Software advocate.

Mainly into Functional Programming, Operating Systems, Computer Networks, Emacs enhancements, language semantics, coding styles, Linux hacks, TDD, and software architecture.

education

2015-2019 **BA in Computer Science**
BA in Information Systems American University in Bulgaria
Thesis (COS) ▶ *Process Scheduling Algorithms: analysis and comparison*
Thesis (INF) ▶ *Unix-like Virtual File System on the web*

experience

Java Programmer **2019-05 - present @ Documaster**
▶ Developing back-end software workflows in Java for internal and external integrations, creating document conversion and data flows.
▶ Also part of infrastructure tooling - developing ansible plugins in python for automating configurations and workflow tests.

Internship (Java) **2018-06 - 2018-08 (2 mon.) @ Documaster**
▶ Worked on file-management desktop app in Java and JS.
▶ Continued into developing command line tool in Java for automating DB mappings.
▶ In addition - automated internal tooling for container setups in Bash and Python.

Student Assistant **2017-09 - 2019-05 (5 sem.) @ AUBG**
▶ Tutoring and giving additional lectures to students. Helping students with homework and preparations.
▶ Part of student-body group for strengthening and helping the bond between faculty and students.

R&D Internship **2017-06 - 2017-09 (3 mon.) @ Documaster**
▶ Worked on a Machine Learning-based Media platform, including - extracting keywords, doing semantic analysis, and creating automatic media summaries.

Internship **2016-06 - 08 (2 mon.) @ SAP Labs**
Studying under working and conditions developing personalized projects in C++. Creating Ray Tracing applications with SDL2.