

Simon Bogdanov

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Summary

I am a highly skilled and motivated professional with a proven track record in the technical/software development field. My experience and expertise make me well-equipped to excel in the industry, and I am eager to continue growing my career.

Experience

Software Developer/QA Engineer

Saab / May, 2022 to Current

- Working within the .NET framework, IIS infrastructure.
- Leading + Developing feature rollouts for software releases.
- Maintaining + deploying new software project builds to a Cloud QA environment.
- Fixing bugs, developing a QA Selenium environment for testing.
- Scripting test cases for product websites.
- Working on Database Administration with QA Servers. Keeping them updated + maintaining.
- Testing software projects to find bugs and report them.
- Debug small changes + debugging code for smaller bugs and provide solutions.

Junior Data Engineer

Telus / Sept, 2021 to April, 2022

- Working with GCP in a Bigquery environment with Big Data.
- Working with Bigquery SQL.
- Led projects using Jinja/Bigquery to enhance Data Analytics via a live cloud Tableau view within a Big Data Environment.
- Led projects in terms of Data Quality, Data Analytics, and Software Development.
- Refactoring Bigquery SQL into DBT (Database Build Tool) Jinja for architecture shift.
- Shifting and onboarding a team onto DBT (Database Build Tool).
- Various Python tools development for Data Quality Management.
 - Using Python JSON Profiler metadata for basic Data Quality Management.
- Writing setup documentation for new tools being used.
 - Streamlining and making sure employees are getting onto the new tool properly.
- Working in BAT files to help make installation smoother.
- Learning new technologies quickly to adapt to the environment.

Personal Programming Projects

Personal / May, 2012 to Current

- Participated at BC Game Jam hosted by BCIT, UBC, and SFU; Won an award from sponsor RacooPack. Built using Unity, and using GIT in a team environment.
- Developed "LabBall" project with the Unity engine using C# and published it onto the app store.
- Worked on various in school projects with Java, C, and C++.
- Private tutoring for Java, C, Python, J-Unit Case Testing, HTML, and CSS.

Support Technician, Infrastructure/Operations at Transport Canada

Transport Canada / Jul, 2019 to March, 2021

- IT Customer Support and QA in a network environment; Analyzing business and client requirements.
 - Self taught Powershell & VB to accelerate the troubleshooting process.
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PERSONAL PROJECTS & WORK PERSONAL EFFICIENCY PROJECTS

Personal Website Project [\[Link\]](#) – *Full-Stack* / 2021

- Using a stack consisting of React, Nodejs, Bootstrap, and NGINX. No web templates used, fully done from scratch;
- Setup a linux VM using NGINX for reverse proxying and hosting of the website.
- Simplified backend for costs; Using Nodejs to gather information from JSON files.

CoFinder Backend – *C#* / 2023

- As part of a project, I successfully dockerized, deployed, and developed a robust backend solution, complete with comprehensive orchestration and a suite of custom-built tools. These tools, including in-house workers for job operations and logging functionalities, functioned as a transaction manager, enhancing the overall development experience and ensuring smooth operation of the backend system.

Alternate Grassfire Algorithm For Full Coverage Pathfinding Project – *C#* / 2021

- An attempt to take the grassfire algorithm alongside Swarm mechanics and design a full node coverage algorithm.
- Created a presentation alongside the project to describe algorithm [\[Link\]](#).

Non-Multilayered-Perceptron Neural Network Project – *C++* / 2020

- Created a Neural Network which can solve an Inclusive or Table.

Image to Text Processing Project – *Python* / 2020

- Created a tool to detect and extract text using OpenCV.

Automated Network Assessment – *Windows PowerShell* / 2020

- Automated a testing procedure in order to pinpoint network error connectivity issues.
- Would notify the user through email and by text.
- Log network outages as individual tickets along with storing relevant data.

Automated File Structure Creation – *Windows PowerShell* / 2022

- A file structure needs to be set up using a network drive.
- Configuration editing using powershell for setup efficiency. XML configs.

UBC BC Game Jam – *Unity, C#, Adobe Photoshop* / 2020

- Handheld game system design and implementation.
- Testing in order to develop an intuitive platformer strategy game for PC.
- Silver Award Winner chosen from over 50+ competitor teams from UBC and SFU.

RollABall Project – A platform adventure game – *Unity, C#, Adobe Photoshop* / 2019-2020

- Research, designed, and implemented a platform adventure game for Android.
- Published on the Google Play Store.
- Prototyped game mechanics in Unity.
- Refactoring and maintaining.

Skills

- Soft Skills: Teamwork, Communication, Leadership, Adaptability, Time-Management.
- Programming Languages: C#, C++, Java, HTML, CSS, Javascript.
- Databases: PostgreSQL, DBT (Database Build Tools), BigQuery, Microsoft SQL.
- Cloud Computing: Google Cloud Platform, Digital Ocean, Amazon Web Services.
- Test Automation: Selenium, J-Unit, N-Unit.
- Frameworks/Engines: NodeJS, Xamarin, Unity Game-Engine, Bootstrap, Selenium, ASP.net/ASP.Core, Nunit and React.
- Operating Systems: Windows, Mac OS, and Linux.
- Software/Tools: GIT, VirtualBox, Visual Studio, Monodevelop, Dev C++, IIS, and Unity.

Education

University of the Fraser Valley – BS
Fall 2018 – present | 3.5 GPA