

Daniel Nedyalkov

Junior Software Engineer (Java | C++ | JavaScript | Python)

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GitHub: [**DanielNed11**](https://github.com/DanielNed11) | Portfolio: [**danielned11.github.io/Portfolio**](https://danielned11.github.io/Portfolio)

Professional Summary

Junior software engineer experienced in building production-style applications, integrating PostgreSQL databases, deploying to Linux servers, and developing embedded systems. Skilled in Java, Python, C/C++, Bash, and Git. Comfortable designing architectures, working under deadlines, and shipping complete solutions from concept to deployment.

Technical Skills

Languages: Java, C, C++, Python, JavaScript, Bash, SQL

Technologies: PostgreSQL, JavaFX, Git, Linux, Arduino, Flask, HTML/CSS

Concepts: REST, MVP architecture, data pipelines, server deployment, CI/CD fundamentals

Soft Skills: Leadership, problem-solving, deadline management, cross-team communication

Projects

Blockade

Java, JavaFX, PostgreSQL, Bash, Linux

- Built a desktop game featuring AI gameplay, 3D visualization, and statistical analytics.
- Implemented MVP architecture for maintainability and modularity.
- Deployed backend database and website on a Linux server with SSH authentication.
- Added multi-page web integration including leaderboards, downloads, and performance metrics.
- Led a development team through planning, integration, testing, and delivery.

CleanTank - IoT Aquarium Monitor

Arduino, Python, Flask, PostgreSQL

- Designed an aquarium monitoring device using pH, TDS, and temperature sensors.
- Built a remote dashboard for condition monitoring and alerting.
- Created automated scripts and fault-tolerant data persistence routines.

Chess Engine (In Progress)

C++, WebAssembly

- Implementing evaluation heuristics, FEN parsing, and UI visualization.
 - Compiled to WebAssembly for low-latency browser play.
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Experience

Software Engineer Trainee - J&T Services

Jul 2022 – Sept 2022

- Delivered custom survey logic for pharmaceutical clients under tight deadlines.
 - Gathered and clarified client requirements across multiple stakeholders.
 - Reduced manual corrections by improving survey logic and validation rules.
 - Coordinated with international teams across multiple time zones.
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Education

Applied Computer Science (BSc) - Karel de Grote, Antwerp (2024–Present)

Software Engineering (Courses) - Software University (2022–2024)

Economic Informatics (High School) - Sofia, Bulgaria (2018–2022)