Hristiyan Bratov

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ABOUT ME

Currently, I am exploring the world of a software engineer and delving into various technologies to understand how they work. I would describe myself as enthusiastic and open-minded, dedicated to personal growth and development. Friendly and communicative with a strong sense of responsibility. I am a student who is eager to transform his interest and passion for programming into more complex and professional endeavours.

EDUCATION

Technical University of Sofia   September 2022 – Present

Bachelor in Informatics and Software Science

Sofia, Bulgaria

SU "Nikolay Katranov"   September 2017 – June 2022

English and Informatics

Svishtov, Bulgaria

SKILLS

PROGRAMMING SKILLS:
- C#
- Object-Oriented Programming (C#)
- Data Structures & Algorithms
- MS SQL Server / MySQL
- HTML
- CSS & Sass
- JavaScript

SOFT SKILLS:
- Communication
- Teamwork
- Responsiveness
- Time Management
- Willingness to learn

LANGUAGE SKILLS:
- Bulgarian – Native
- English – Fluent
- German – Beginner

PROJECTS

Graphic Figures Application – Course Project

The objective was to develop an application which allows the user to draw multiple figures on the screen, choosing among four different, and to interact with them by using a variety of actions such as moving them, changing their colour, editing their parameters, etc. The application also provides commands including Undo/Redo buttons and offers Save/Load options to store figure data in a text file. The project was built on Windows Forms using C# Programming Language, Object-Oriented Programming (OOP) and Algorithms.

HTML Crawler – Course Project

Developed a Console Application which works with a .html file. The objective of the program was to implement my own HTML Parser that extracts the data from the given .html file and builds a Tree data structure based on it, without the use of any external libraries, LINQ, Regex or already implemented methods such as string.Split(), etc. The user chooses among 4 different commands (PRINT, SET, COPY, SAVE), allowing them to print or modify specific parts of the tree using a given XPath or simply save the made changes in a new file. The project was built using C#, OOP and Data Structures & Algorithms.

Board Game

A board game which was recreated as a website and an actual working simple online game. The project consists of a homepage as well as the game itself, which is made to be competitive and playable by two players. Victory is achieved when one of them steps on the last square, but to get there, players have to answer various questions related to English Literature. Each correct answer means one square ahead. The website and the game were built using HTML & CSS, Sass, Bootstrap and JavaScript.

German Website Project

Developed a multi page website in German language that provides brief information about three other languages. The project was built using HTML & CSS.