

# Iavor Ivanov

## WORK EXPERIENCE

SEPT 2018 – APR 2019

CounterPath

### *QA Automation Engineer Coop*

Designed, implemented and improved tests in a fully automated website test system with TestCafe. Added additional testing features not covered by testing suite using NodeJs and Axios  
Created automated test result generation for quick feedback to development team

SEPT 2017 – DEC 2017

PNI Media

### *JR QA Analyst Coop*

Verified new features and bug fixes to ensure changes would meet the shareholders expectations  
Created an automated testing scripting with a mixture of PowerShell and Javascript to test that over 3000 new products were properly configured

JUNE 2016 – PRESENT

Tri-City Fencing Academy

### *Software Developer*

Created an internal scheduling system using a mixture of NodeJs, Javascript, Google Api, and HTML to allow other fencers to book one-on-one lessons with coaches  
Implemented a database to keep track of over 200 students progression

JUNE 2014 – JULY 2014

NYCE Sensors

### *Software Developer*

Designed and implemented high level library in Java to allow simple usage of multiple different ZigBee Controllers  
Created an interactive front page for a website using Javascript to be able to display new products

NOV 2012 – JUNE 2013

NYCE Control Inc

### *Full Stack Web Developer*

Completed restructuring of website using PHP and HTML/CSS to meet marketing manager's vision  
Tested developmental firmware on products by following a testing document and reported any faults to the software engineers

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## TECHNOLOGIES

LANGUAGES Java, C, C#, C++, JavaScript, Python, PHP, HTML/CSS, GLSL  
LIBRARIES Socket.io, Express, MySQL, AJAX, MongoDB, JQuery, OpenGL  
SYSTEMS Windows, Linux, Android

## PERSONAL PROJECTS

### *Multiplayer Tower Defense*

Designed and implemented a client and server system using NodeJs with Socket.io to allow multiple players to play a tower defense game together

### *Height Map Generation*

Created an algorithm to quickly generate a heightmap using multiple threads for usage in map creation for multiple of games

### *Ray Marching Render*

Implemented a Ray Marcher using GLSL to render abstract shapes and fractals

## EDUCATION

2015 – PRESENT **Computing Science**  
Simon Fraser University  
2013 – 2015 **Computing Science Information Major**  
Douglas College