

Miroslav Vitkov




Curriculum Vitae

TECHNICAL SKILLS

GOOD LEVEL	<ul style="list-style-type: none">* C++11, stl, OpenCV* C11, GNU, Linux, Bash* git, makefiles, CMake
INTERMEDIATE	<ul style="list-style-type: none">* python2, matplotlib, numpy, pyQt* MatLab, SimuLink* USB bus, OpenOCD* avr-asm, digital hardware design* LaTeX, Doxygen, UMLet* Inventor, SolidWorks* SDL2, OpenGL
BASIC LEVEL	<ul style="list-style-type: none">* FANUC G-Code* MySQL* Pearl, C#, Javascript

COMMUNICATION SKILLS

BULGARIAN	Native speaker
ENGLISH	Fluent (Cambridge CPE)
GERMAN	Basic

	Sofia, Druzhba-2, bl. 202, app. 40
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EDUCATION

2007 – 2016	Industrial Engineering (in English) BACHELOR THESIS: MULTITASKING AUTOTUNING PID CONTROLLER IN HEAT TRANSFER APPLICATION <i>Technical University of Sofia</i>
2003 – 2007	Communications technician HIGH SCHOOL DIPLOMA <i>Technical School of Communications, Sofia</i>

PUBLIC PROJECTS

C++	identity <i>Identify persons. Uses OpenCV.</i>
C	micli <i>Micro CLimate controller, an autotuning PID regulator.</i>
C	megaboot <i>Simple atmega168 bootloader.</i>
C	cgetset <i>Generate getter/setter methods. Self-contained.</i>
PYTHON	rtplot <i>Realtime temperature plotting utility.</i>
HASKELL	voiceid <i>Identify different persons via speech.</i>
LATEX	rpg <i>Role-playing game.</i>
INVENTOR	gearbox <i>Gearbox design and technical drawings.</i>

WORK EXPERIENCE

04 JAN 2016 - PRESENT

Euro Games Technology

C++ Linux developer

POSIX - sockets, inter process communication, threads.

C++11, Bash, g++, clang.

OpenGL, SDL2

20 MAY 2013 - 21 MAR 2015

Antelope Audio

C++ embedded developer

Implementation of a complex audio processing algorithm in C++ for ARM. Audio signal processing design (z-transform, filters, impulse response, amplitude and phase diagrams). GUI design with Python and Qt. OpenOCD and hardware considerations.

12 FEB 2013 - 13 MAY 2013

Johnson Controls

C embedded developer

Embedded C, concurrency, unit tests and documentation.

22 AUG 2011 - 15 JAN 2013

MM Solutions Ltd

C++ embedded developer

C++ with Boost, OpenCV etc. libraries for ARM. GNU/Linux and git. Digital video processing in 3D environment (quaternions, field of view, image recognition, gyroscopes).