Miroslav Vitkov
Curriculum Vitae

Technical skills

Expert	* C++14
	* C11
	* git
Proficient	* (embedded) GNU/Linux, Bash scripting
	* python2/3 + matplotlib, numpy, pyQt
	* CMake, GNU make
	* LaTex
Experienced	* Matlab
	* digital and analog hardware design
	* USB. I2C, SPI firmware
	* Autodesk Inventor, SolidWorks, CATIA
	* SDL2, OpenGL
	* Haskell
	* OpenCV

Communication skills

Bulgarian	Native speaker
English	Fluent (Cambridge CPE)
German	Basic

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Education

2007 – 2016	**Industrial Engineering (in English)** Bachelor Thesis: Multitasking Autotuning PID Controller in Heat Transfer Application *Technical University of Sofia*
2003 – 2007	**Communications technician** High school diploma *Technical School of Communications, Sofia*

Public projects

C++	**identity**	*Identify persons. Uses OpenCV.*
C	**micli**	*MIcro CLImate controller, an autotuning PID regulator.*
C	**megaboot**	*Simple atmega168 bootloader.*
C	**cgetset**	*Generate getter/setter methods. Self-contained.*
python	**rtplot**	*Realtime temperature plotting utility.*
Haskell	**voiceid**	*Identify diferent persons via speech.*
LaTeX	**rpg**	*Role-playing game.*
Inventor	**gearbox**	*Gearbox design and technical drawings.*

WORK EXPERIENCE

04 JAN 2016 - 07 SEP 2017

Euro Games Technology
C++ Linux developer

GNU utilities, Linux sockets, IPC, multithreading, bash scripting
C++14, CMake
OpenGL, SDL2
Project management (2 month project), distribution of tasks among colleagues.

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, concurency, 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).