

Nikola Grigorov

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[Online Portfolio](#)

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Personal Profile

Education

2014-2019 Software Engineering & Virtual Reality Fontys Hogescholen, Eindhoven, The Netherlands

- Bachelor's in Software Engineering
- Expected Graduation – November 2019

2013-2014 Software Academy Telerik, Sofia, Bulgaria

CSS, HTML, C#

2009-2014 Business High School Velizar Peev, Svoge, Bulgaria

High School Business Diploma

Skills:

- **Software Engineering:** C#, Java, Python, C
- **Database:** PLSql, SQL, MySQL, MongoDB
- **Front END:** HTML, CSS, JQuery, JavaScript (three.js)
- **Back END:** PHP, Laravel, Javascript (node.js-Express MongoDB)
- **Virtual Reality:** Unity3D, Android Studio, Vizard, ARCore, Vuforia, Kinect
- **OS:** Linux Ubuntu, Windows
- **Version Control:** GitHub, GitLab, Trelo, Slack, Jira
- **Software Development:** Waterfall, AGILE, TDD, Scrum
- **Project Management:** Multiple projects throughout my education and internships that I had to manage myself. Project planning, client meetings to discuss specifications and scope.
- **Additional:** Mathlab, 5DT, Smartsuit, HTC Vive, Leap Motion, Magic Leap

Skills & Achievements

Career experience

April 2018 – July 2018 EZSupportAR

Acting as a trainee at an upcoming AR producer in The Netherlands maintaining their main product and developing a side product in an AGILE environment for the whole duration of the internship.

Key responsibilities:

- Reorganizing, maintaining and managing the main product making it more efficient by using SOLID principles and TDD.
- Created a dynamic UI that loads all the data required runtime regardless if the product is further updated and also allowing the customer to alter the product's view to his liking significantly reducing re-development time for future version of the product.
- Created ARCore Android application allowing for the project to be altered as described above on mobile.
- Custom Unity networking connection was built between the Android application and the main product to achieve this which allowed for almost instantaneous response time between the 2 products.
- Managed my own project via setting up meetings with customers and

discussing requirements, writing my own project plan and report.

Achievement:

- Saving time and improving processes by reducing re-developing of newer versions, which also directly helped the company's customer.

April 2019 – October 2019 Accenture Liquid Studio

Acting as an intern for Liquid Studio in The Netherlands. Internship consisted of gathering requirements from multiple stakeholders for a brand new project and developing a proof of concept prototype. This assignment acted as my graduation thesis with the grade of 8/10.

Key responsibilities:

- Researching each aspect of the project to decide on the most optimal solution.
- Developing an augmented reality mobile application via Unity3D & Vuforia.
- Coded user-side interaction via RayCasting to enable complete freedom of use while keeping in mind predetermined User experience principals.
- Managed my own project to produce a quality graduation thesis by setting up meetings with company managers and university tutors.

Achievement:

- Producing a user-interaction based application that acts as an addition to presentations of specific products of Liquid Studio.

Projects

Lifelike mental Patient

Minor Project

Fontys

Collaborated with 4 other students in the development of a realistic virtual psychiatric patient for Fontys Nursing students to practice on.

Created a magnitude of Humanoid animations (expressions, movement, speech) to copy the behavior of a real mental patient in order for a realistic immersive environment to be achieved using Unity3D's Animator controller. A fully maneuverable 3D hospital floor was generated from photos, to help achieve the proper simulation.

Game Jam – NeutronCharge

Developed and completed a game from an idea to a full product and later published on GooglePlay and itch.io in a solo Game jam competition.

Game uses Vector mechanics to navigate enemies AI to the player and shoot projectiles at his location. Different types of enemies created from the same base class using polymorphism, UI, Upgrades all developed in TDD. All enemies and non-enemies are procedurally generated around the position of the player and de-spawn if the player gets too far away to keep the game efficient and high-performing. Settings tab to allow the user to adjust options to increase performance. Saving of highscore, currency and ads.