

Nikola Grigorov

Software Developer
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EXPERIENCE

Accenture Liquid Studio

APR 2019—OCT 2019 / 7 MOS

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.

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

EZSupportAR

FEB 2018—JUL 2018 / 6 MOS

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.

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

EDUCATION

Fontys Hogescholen

2014–2019

Studied Software Engineering & Virtual Reality.

Bachelor's in Software Engineering.

Telerik

2013–2014

Studied HTML, CSS and C#.

SKILLS

C, C#, Java and Python

/SOFTWARE ENGINEERING

SQL, MySQL, PLSQL, MongoDB

/DATABASE

HTML, CSS, JavaScript, jQuery, Three.js, Pixi.js

/FRONT-END

PHP, Laravel, JavaScript (Node.js, Express MongoDB)

/BACK-END

Unity3D, Android Studio, Vizard, ARCore, Vuforia, Kinect

/VIRTUAL REALITY

GitHub, GitLab, Jira

/VERSION CONTROL

Waterfall, AGILE, TDD, Scrum

/DEVELOPMENT METHODOLOGY

Mathlab, 5DT, Smartsuit, HTC Vive, Leap Motion, Magic Leap

/ADDITIONAL

Multiple projects throughout my education and internships that I had to manage myself. Project planning, client meetings to discuss specifications and scope.