

# NICHOLAS ILIEV

## 2nd Year Computer Science Student

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<https://github.com/NicholasIliev>

## PROJECTS

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### Software Engineering - Online Game

- In this team project I was introduced to large software systems written in Java, where I had to learn code reading techniques to locate parts that were relevant to a particular bug.
- I had to develop an ability to understand unfamiliar systems and form an understanding of those systems through independent research.
- We utilised a simple Git workflow, based on feature branches to allow multiple coders to work safely on a code base at a time.

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### Web Development - Coding Website

- Designed a website similar to HackerRank as part of a team project using HTML5, CSS3 and Bootstrap as a framework.
- Also by working with a large team, I was able to strengthen my communication and interpersonal skills.

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### Library Management Software

- Using C++, I implemented a set of classes that aim to be used in a library management software. The goal of this project was to rewrite some libraries which were written mainly in C and did not follow any of the C++ approaches.

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### Game Development

- Using Python I created a Pong-Game, where I implemented features such as a leader board using JSON. Also, by debugging various physics related issues, such as collision-detection, I further developed strong problem solving and analytical skills.

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### Data Science - Spam Filter

- Using Naïve Bayes I implemented a spam filter, where I used a small data set to train and test the model.
- To understand the implementation details better, I completed this task without the use of the scikit-learn library.

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### Cyber Security - VulnHub Labs

- Due to my organisational skills and ability to prioritise, I was able to dedicate time for the Metasploit Unleashed course by OffSec during my first year, where I was able to exploit the Metasploitable 2 virtual machine in various ways.

## WORK EXPERIENCE

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### Data Administrator

#### Concrete Structures Ltd

June 2019 – Current

London, UK

- Assisting in controlling all clerical activities such as updating information on the computer system.

## EDUCATION

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### Bsc Computer Science with IE

#### University of Manchester

Sept 2021 – Current

### A Level: Math, Physics & English Lit.

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Sept 2019 – June 2021

References are available upon request.