NICHOLAS ILIEV

2nd Year Computer Science Student | Software Engineer

✉ nicholasiliev.dev@gmail.com   in linkedin.com/in/nicholasiliev   ○ github.com/NicholasIliev

EDUCATION

BSc (Hons) Computer Science with Industrial Experience	**A Levels: Math, Physics & English Lit.**
University of Manchester	**St Johns Senior School**
📅 Sep 2021 – Jun 2025	📅 Sep 2019 – Jun 2021
2:1 - Expected	A*A*A*

PROJECTS

Personal | Portfolio - 🌐 nicholasiliev.com　　　　　📅 Oct 2023 - Dec 2023

- Designed and deployed a responsive personal portfolio website on Hostinger using React, Node.js, and Express.js.
- Ensured a consistent experience across diverse screen sizes, including mobile, by incorporating modern UI/UX principles.

University | Game Development - 🌐 stendhalgame.org　　　　　📅 Sep 2023 - Dec 2023

- Led a team project in Java, utilizing agile Test-Driven Development and git for code version control and moderation.
- Collaborated with a team of 6 over three months to fix bugs and added new features into an open-source software project.
- Coordinated a large-scale project with over 10,000+ lines of code, showcasing strong organizational and project management skills.

University | Employee Management System　　　　　📅 Nov 2023 - Dec 2023

- Designed a sophisticated Employee Management System, with a focus on database expertise, with over 20 entities.
- Initiated ER Diagram, normalization, and foreign keys, establishing a robust data model, showcasing professional database design.
- Implemented features using a full-stack approach with JavaScript, HTML, CSS for the front-end, PHP and MySQL for the back-end.

University | Leetcode Clone　　　　　📅 Feb 2022 - Apr 2022

- Encouraged effective team communication, fostering collaboration and idea exchange, showing strong interpersonal skills.
- Managed a full-stack team project, leveraging technical skills such as Flask, Bootstrap framework, Judge0 API and CoderMirror.
- Awarded 1st place out of 60+ teams for design implementation, where diverse challenges enhanced overall problem-solving skills.

Personal | Anti-Spoofing Face Detector　　　　　📅 Nov 2023 - Dec 2023

- Engineered a robust liveliness detection system employing Python, OpenCV, Ultralytic, and visual computing techniques.
- Trained a dataset of 20,000 real and fake images, employing machine learning techniques to improve model accuracy.
- Introduced a confidence threshold mechanism, with a level of 0.8 to ensure a high level of certainty in identifying authentic faces.

University | Library Management Software　　　　　📅 Nov 2023 - Dec 2023

- Refactored C libraries using C++, aligning with contemporary programming approaches and elevating code efficiency.
- Achieved within 1 week, demonstrating efficient time management and the ability to work in a fast-paced environment at University.
- Conducted independent research to contribute to unfamiliar systems, illustrating adaptability and self-directed learning.

University | AI Game Development　　　　　📅 Sep 2023 - Oct 2023

- Developed AI player within a Java-based game of Reversi, showcasing proficiency in object-oriented programming principles.
- Implemented advanced AI capabilities using the minimax algorithm and alpha-beta pruning to enhance strategic decision-making.

WORK EXPERIENCE

Data Administrator

Concrete Structures Ltd - 🌐 concretestructuresltd.co.uk

📅 Jun 2019 – Current　　　　　　　　　　　📍 Remote

- Managed and updated over 10,000 company records of crucial information within the system, ensuring accuracy and integrity.
- Applied data science skills using the pandas library in Python to achieve a 100 percent reduction in data redundancy.