

# NICHOLAS ILIEV

## 2nd Year Computer Science Student

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## PROJECTS

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### Software Engineering - Online Game

- Led a team project in Java, utilising agile Test-Driven Development and git for code version control and moderation.
- Collaborated on 10 bug fixes, using code reading techniques, and modified game engine to improve functionality.
- Managed a large-scale project with over 5000 files, showcasing strong organizational and project management skills.

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### Employee Management System

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

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### Leetcode Clone

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

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### Anti-Spoofing Face Detector

- Developed an advanced liveness detection system using 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.
- Implemented a confidence threshold of 0.8, significantly enhancing the system's capabilities.

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### Library Management Software

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

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### React Powered Portfolio

🌐 nicholasiliev.com

## WORK EXPERIENCE

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### Data Administrator

#### Concrete Structures Ltd

📅 Jun 2019 – Current

📍 Remote

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

## 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 – Jun 2021

References are available upon request.