

Nikoleta Koleva

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Link to GitHub projects: <https://github.com/Nikki789?tab=repositories>

My educational background consists of a bachelor's degree in computer science and a master's degree in commercial games development, as well as an internship experience as a Java developer intern. I am currently seeking a full-time job opportunity in the software development sector to further develop expertise and positively contribute towards a company's success.

Education

September 2022 – June 2024 University of the West of England

MSc (Hons) Commercial Games Development (Upper Second-Class Honours 2:1)

- Developed a serious 3D game with the Unity engine in a team. Modelled 2D and 3D assets in Blender for the game. Added visual effects, a user interface containing a menu, and how-to-play instructions.
- In a multidisciplinary team, worked on developing a VR Game with Oculus Meta Quest 2 in Unity. Took responsibility for programming and user interface tasks.
- Contributed towards a third-person 3D game made in Unreal Engine by animating and modelling 3D characters, as a part of a team.
- For my final year project, developed a first-person 3D game for fire evacuation training in the university library with Unreal Engine. The game contains different difficulties, AI characters implemented using the Q learning algorithm, user interface containing main menu, tutorial and credits, level design 3D assets, sound effects, and challenges for evacuation training. The dissertation specifies the game/system architecture, presents the design documentation, including game flow and use case diagrams, GUI style, UI mock-ups, and describes the implementation of the prototype.

September 2018 – July 2022 University of Portsmouth

BSc (Hons) Computer Science Degree (Upper Second-Class Honours 2:1)

- Developed knowledge of data structures and algorithms.
- Made a Python patchwork in my first year as a part of an assessment using Pyzo.
- Designed and developed a "Pizza ordering system" application in NetBeans with Java 11.
- Built a website in my second year using HTML, CSS 3, and JavaScript.
- Created a "Questionnaire" desktop application using JSON, jQuery, Node.js, Express.js, and IntelliJ Idea IDE.
- In a group, took the role of designing the front end of a desktop web application for my Software Engineering assessment with HTML, CSS 3 and JavaScript using WebStorm.
- Made a decision-based Android application with Java 11 and XML in Android Studio.
- Implemented a "Pet feeder" IoT project with C++ in Arduino IDE.
- As a part of my final year project, researched literature, applied the iterative and incremental development model, gathered requirements with a questionnaire, and grouped functional and non-functional requirements based on the MoSCoW prioritization technique. Designed and developed a progressive web application, with supporting documentation such as system/database architecture, use case diagrams, and its implementation described in the dissertation.

September 2013 – June 2018 First Language School

Diploma of secondary education Overall score/GPA 5,62

Diploma of secondary education Overall score/GPA 5,00

Employment

September 2022 – May 2023 University of the West of England IT Support Assistant

- Carried out priority proactive maintenance activities in the university learning and working spaces.
- Worked flexibly as part of a team to ensure service objectives and timescales are met.
- Received training on supporting IT/AV equipment and operating systems.
- Gave advice, information, and support to staff.

July 2022 – December 2022 University of Portsmouth Web Editorial Assistant

- Used the Drupal CMS to build and publish web pages on a regular basis.
- Actively participated in Agile development processes, including sprint planning and daily stand-up meetings.
- Took responsibility for each Jira task I was assigned, moved it to its relevant stage, and added comments. Additionally, used Gather Content to ensure each website page meets the user's needs.

September 2019 – July 2020, October 2021 – July 2022 University of Portsmouth IT Help Adviser

- Provided support for students who were looking for relevant information concerning the university's building. Discussed with relevant University staff issues regarding the university's equipment.
- Communicated with colleagues at the workplace and contacted the IT service desk as required.
- Attended training and development hours at the beginning of the job. Consulted other members about issues with the equipment and queries from students.
- Stayed calm under pressure when many students were waiting for help. Coped with the students by assisting two of them at once when possible.

October 2020 – October 2021 Stannah Management Services Ltd. Java Developer Intern

- Developed features and fixed bugs in Stannah's ERP system by using Jira. Managed the tasks assigned based on the Agile methodology and used Git - Gitflow.
- Programmed in HTML 5, Groovy, CSS 3, JavaScript, Java, XML, and FTL languages to deliver an ERP system with Apache OFBiz.
- Designed and implemented database schemas and optimized SQL queries for efficient data retrieval using the WebTools SQL Processor tool.
- Applied Gradle and Ant to build the system.
- Collaborated with cross-functional teams to gather and analyse requirements.
- Maintained the system, adhering to the coding standards and best practices.
- Handled software problems with my work laptop and contacted the IT service desk as required.
- Used tools such as Microsoft Teams/Slack/Gmail.
- Worked on a hybrid schedule, from home and the office.

Other Experience

February 2023 Global Game Jam

- Developed a 3D game in 48 hours based on the theme 'Roots'.
- Worked in a large multidisciplinary group of ten people. Assisted in 3D modelling and level design.

Languages

- Bulgarian (fluent native speaker)
- English - IELTS 7.0 overall band score

Hobbies and interests

- Enjoys reading books and goes swimming.
- Actively following companies on LinkedIn for updates on software engineering and game development projects.