

PERSONAL INFORMATION

Nikoleta Koleva

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 <https://nikoleta-koleva.github.io/Portfolio/>

PROFESSIONAL SUMMARY

Motivated Java programmer, with a strong desire to build skills and apply best industry practices to produce high-quality code. Awarded BSc Computer Science degree (2:1) and acquired internship experience as a Java Developer. Eager to create practical software with a heavy emphasis on efficiency and great user experience while collaborating with members of the team.

POSITION

Junior Software Developer

WORK EXPERIENCE

April 2024 – May 2024

Graduate Java Developer Trainee

Wiley Edge (Mthree), Remote

- Participated in Wiley Edge's training program on software development with Java.
- Developed software applications with Java, HTML5, CSS3, JavaScript, Spring MVC architecture, Spring Boot, JDBC Template, Spring Data JPA, JUnit and SQL (MySQL Workbench).

Sept 2022 – May 2022

IT Support Assistant

University of the West of England, Coldharbour Ln, Bristol, United Kingdom

- Carried out priority proactive maintenance activities on university IT and audio-visual equipment.
- Provided support to staff members with issues relating to the operating systems and hardware, including monitors, projectors, speakers, microphones, and video cameras.
- Worked as part of a team to ensure service objectives and timescales are met.

Oct 2021 – July 2022

IT Help Adviser

Sept 2019 – July 2020

University of Portsmouth, Hampshire Terrace, Portsmouth, United Kingdom

- Assisted students with hardware and software issues related to Mac/Windows OS devices. Helped them with networking, troubleshooting, and installation of Microsoft 365 applications.
- Contacted the IT service desk as required and raised support tickets.
- Consulted other members about issues with the equipment and queries from students.
- Stayed calm under pressure when many students were waiting for help. Solved their issues by serving them simultaneously while working with members of the team and service desk.

Oct 2020 – Oct 2021

Java Developer Intern

Stannah Group, Watt Close East Portway, Andover, United Kingdom

- Coded, debugged and developed features on Stannah's ERP system in Apache OFBiz adhering to best practices and coding standards. Collaborated with the project manager and the senior programmers to analyse the best way to implement them using Jira and IntelliJ IDEA.
- Programmed in HTML 5, CSS 3, Groovy, JavaScript, Java, PostgreSQL, XML and FTL languages to maintain the system. Managed the tasks assigned based on Agile methodology.
- Sustained version control with Git, aiming to write efficient and maintainable code.
- Contributed to the continuous improvement of the software development processes through participation in code reviews and code refactoring.
- Gained an understanding of OOP concepts and software architectural patterns such as MVC.

Sept 2022 - Sept 2023

Master of Science in Commercial Games Development, with honours

University of the West of England, Bristol

Upper Second-Class Honours 2:1 (obtained)

- Developed a serious 3D game with C# in the Unity engine using Visual Studio as a part of a team. Added 2D/3D assets, visual effects, and user interface options.
- In a multidisciplinary team, worked on developing a VR Game using Oculus Meta Quest 2 with C# in Unity. Took responsibility for programming and user interface tasks.
- As a part of a team, contributed towards a third-person 3D game made in Unreal Engine 5 by animating and modelling 3D characters.
- For my final year project, developed a first-person 3D game for fire evacuation training with Unreal Engine 5. The game contains different difficulties, AI characters implemented using the Q learning algorithm, user interface, level design 2D/3D assets and sound effects. The thesis specifies the game/system architecture, presents the design documentation, including game flow, use case diagrams, GUI style, UI mock-ups, and describes the project implementation.

Sept 2018 - July 2022

Bachelor of Science Degree in Computer Science, with honours

University of Portsmouth, Portsmouth

Upper Second-Class Honours 2:1 (obtained)

- Learned data structures, algorithms, multi-threaded programming and software architectures such as client-server architecture. Familiar with object-oriented programming (OOP) concepts from studying programming fundamentals.
- Acquired knowledge of relational database design and creation in my "Introduction to Database Design and Development" module. Can populate and use complex SQL queries to show data.
- Studied the software development lifecycle according to the Agile model in my "Software Engineering Theory and Practice" module, containing the specification, design, implementation, testing, and maintenance phases. In a group took the role of designing a desktop web application with HTML 5, CSS 3, and JavaScript.
- Developed decision-based mobile application with Java 11 and XML in Android Studio.
- Made a patchwork program that draws patterns depending on user input with Python.
- Implemented "Pet feeder" IoT project with C++ in Arduino IDE, which provides feed for pets.
- Designed and developed "Pizza ordering system" application in NetBeans IDE with Java 11.
- Built a personal website using HTML 5, CSS 3 and JavaScript hosted on a web server.
- Created questionnaire web application using HTML 5, CSS 3, JavaScript, JSON, and Node.js.
- As a part of my final year project, researched literature, and gathered requirements with a questionnaire. Designed and developed a progressive web application, with supporting documentation such as system/database architecture, use case diagrams, GUI style, and implementation details.

ADDITIONAL INFORMATION

Languages

- Bulgarian, English – C1 Proficient user

Technologies/Tools

- IDEs: Visual Studio Code, IntelliJ IDEA, NetBeans, Pyzo, Android Studio, Arduino.
- Version Control: Git, GitHub, Git Kraken, Bit Bucket.
- Testing: JUnit
- Frameworks: Spring, Spring Boot
- API: JDBC Template, Java Persistence API (JPA)
- Build tools: Maven, Gradle
- Database Management tools: MySQL Workbench
- Project management: Jira, GitHub issues, Trello
- Software Architectures: Model-View-Controller, RESTful web services
- Methodologies: Agile, Scrum

Other skills

- Enjoys reading books and goes swimming as a hobby.