

Kaloyan Penev

Computer Vision Engineer



ABOUT ME

Problem-solver interested in machine learning and computer graphics. Professional experience using Unity for NCCA Bournemouth University on the VISTA AR project. Familiar with Object Oriented and Entity-Component-System programming paradigms. Adaptive and creative in team environments.

PROJECTS

HAND POSE RECOGNITION

Python / YOLOv4 / Darknet

Real-time speeds on consumer-grade GPUs using input from ordinary phone cameras. Built with the YOLOv4 FCNN.

GAME ENGINE - eudaimonia

C++17 / C / OpenGL / GLSL

Data-oriented ECS framework created in native C++17 as backbone. 3D Physically Based Renderer made with OpenGL 3.3 as graphics system.



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EXPERIENCE

JUNIOR UNITY DEVELOPER

Bournemouth University • Feb 2020 – Jul 2020

- Development and profiling of AR apps in **Unity**
- Performance optimization for mobile devices
- Shader programming with **HLSL** and Shader Graph

STUDENT AMBASSADOR

Bournemouth University • Sep 2018 – Present

- Active engagement in the Admissions division
- Garnered rich teamwork experience
- Improved presenting and communication skills

EDUCATION

BSc GAMES SOFTWARE ENGINEERING

Bournemouth University • Sept 2018 – Jun 2021

First class Honours (Predicted)

- Graphics and Computational Programming – **83.03%**
- Game Engine Programming – **79.00%**
- AI Game Programming – **75.50%**

HOBBIES

Front-end web development - <https://penev.me>

Building websites for fun. UI/UX design enthusiast.

Podcasting - <https://abstractapes.com>

Co-host of a podcast on philosophy and science.