Petar Stoyanov

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Profile

Date / Place of Birth: 08.02.1992 / Plovdiv, Bulgaria
I define myself as very persistent, precise, and motivated. I don't stop until I achieve the goal I set for myself, no matter how difficult it is. I like to learn and acquire new knowledge constantly. It is not a problem for me to engage and deal with tasks that I have never done before.

Work Experience

February 2014 till now

Enko Plastics Ltd.
 • Sales representative - international market
My work is related to daily communication with international partners and clients. Assessing their current needs and offering the most appropriate solution, preparing offers, finding and organizing international transport, preparing and issuing export documents (including customs documents), receiving feedback after the sales, coordinating current requests with the factory of the company, and others.

November 2013 - December 2013

Digital Cable Corporation Ltd.
 • Trainee Marketing and Sales
This is an internship program for a period of 1 month. Company training was conducted and the main good practices and techniques were shown and explained.

Education

September 2012 - May 2016

European College of Economics and Management - Plovdiv
 • Bachelor degree
Main subjects: Marketing, advertising, microeconomics, macroeconomics, business ethics, basics of law and business administration

September 1999 - May 2011

High School of Building Engineering, Architecture and Geodesy - Plovdiv
 • Geodesy
Main subjects: Mathematics, technical drawing, English, geodesy theory, and geodesy practice

Languages

English — C1

Additional Courses

- Software Engineer, SoftUni, Sofia

  • Programming Basics with Java (acquired knowledge: console data input and output, if-else statements, loops like while, for, and do-while and simple calculations)

  • Programming Fundamentals with Java (acquired knowledge: analysis of complex problems and reduction to computer-executable steps, basic skills for working with HTML and CSS, map, lambda functions, maps, arrays and other linear data structures)

  • Java Advanced and OOP (acquired knowledge: creating linear data structures, application of basic algorithms. Working with data streams, files and directories. Working with multidimensional and associative data structures. Creating a hierarchy of classes and inheritance. Learning of the SOLID priciples. Unit testing and refactoring)

  • Spring Data and MySQL (acquired knowledge: DB relationship management, creating basic Back-End architectures, usage of procedures and functions, proper construction of application architecture, building connections between application and database. Using of the Database First approach. Using of the Code First approach. Working with databases through ORM framework and working with XML and JSON data formats)

  • JS Applications and JS Advanced (acquired knowledge: Working with classes and objects, linear structures, functions and JSON formats. Information retrieval and manipulation of the DOM tree. Working with HTTP requests and response, with non-relational databases, creating of simple Single Page applications using REST API and AJAX, working with templates, rendering and routing. Last but not at least - application testing using Mocha and Chai)

  • HTML, CSS, and Angular (acquired knowledge: Styling websites with CSS, creating responsive or static web pages and designs. Basic knowledge of TypeScript, creating of an applications with Angular using AJAX - Node.JS server, Mongo DB, and Bootstrap)

  • now learning Spring Fundamentals and Spring Advanced (knowledge that will be acquired: Generating of a HTML content using templates, working with the HTTP protocol, cookies and sessions. Basic principles of working with the Spring framework. Build of a web application with Spring MVC framework. Constructing of REST services with Spring. Implementing of Spring authentication and security. Architecture in Spring MVC applications. Deployment of Spring MVC application, basic testing in web applications built with Spring MVC and building of more complex web applications with a Spring framework)

- English language, Language school Maxima
  • level C1

- Driving license
  • category B

Projects
Game-store: https://github.com/PetarDimitrovStoyanov/Game-app

This is a small website for computer game ads (for educational purposes). Anyone can make their own registration and start buying or selling a computer games using ads. There are two types of roles - users and admins. The users can register, log in, create game ads, edit and delete their own ads, and use the search and filter options to find the wanted game. Once the game ad is found they can click on the button "make an offer" to write an email to the current ad owner and make an offer. The admin, can make everything that the user can do, and also edit not only his own ads but of all other users too. He can see all the registered users and change some of their data (like the role, name, and email).
* For this project are used Angular and TypeScript for front-end (with Bootstrap, custom HMTL and CSS). For the back end are used Node.js Server and MongoDB. The routing in this app is made with Angular routing (Lazy

loading).

Storage-Note application: https://github.com/PetarDimitrovStoyanov/Stock-notes

This is a simple real project - it is a desktop app used by a real company and it is developed by specific client's requests!
Its purpose is to work on a flash drive - only on 1 computer.
* For this project are used: Electron framework (for building a desktop App), pure JavaScript, lit-html.js, custom HTML and CSS

*** Please have in mind that this project is my first ever. I did it in the beginning while studying HTML and CSS! ***