


Curriculum Vitae

Name: Petar Angelov
Date of Birth: 25/04/1999

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Websites:  

Driver's License: Yes

Key skills

Technical skills:

Languages: Java, JavaScript, TypeScript, C#, C, C++, Kotlin, UML, XML, SQL
Databases: OracleDB, MySQL, MS SQL Server, IBM DB2, MongoDB
Web technologies: HTML5, CSS3, Bootstrap, Material-UI, Semantic-UI, Formik
Java technologies: Spring Framework, Spring Boot, Hibernate/JPA, Junit, Maven, Gradle, Selenium, Mockito, Flyway, Ant, Servlet API, JSP, JSF, Lombok, SonarLint, Harmcrest, AssertJ, JAX-B, JAX-WS, JAX-RS, Jackson, GSON, JSON-B, Apache CXF, Log4j, Apache Shiro, Swagger, Metamodel, Apache Camel, Apache Kafka, Quarkus, Micronaut, Eclipse
JavaScript technologies: ReactJS, NodeJS, Ajax, JQuery, npm, Webpack, Angular, SWR, Axios
C# technologies: Windows forms, WPF, ASP.NET, Entity Framework, Blazor, Xamarin, Applet, Moq, MSTest
Operating systems: Windows OS, Linux(Kali Linux, Ubuntu), IOS, Android
Others: JSON, Git, Jira, Jenkins, Azure, AWS, Docker, Kubernetes, Computer networks, Penetration testing, Agile, Scrum, CI/CD, Kanban

Linguistic skills:

Bulgarian

English: **Speaking: B2-C1**
Writing: B2-C1
Reading: B2-C1
Listening: B2

Work Experience

- 05 /2020 – PRESENT - Junior full stack software engineer at Proxiad

The main application I'm working – CRM. It's a banking system. This software is used for managing the relationship between customers and their accounts and much more.

Projects

I've worked on several projects during my free time.

Some of them are:

-Tic-Tac-Toe game

Description: The game is the classic paper-and-pencil game. You should put your mark somewhere on the matrix, which matrix is 3x3 size. The player who puts three of their marks in a horizontal, vertical, or diagonal row is the winner. The most interesting part is that I wrote an AI algorithm, so the player can play with the phone, but he will lose the game. The algorithm is a matrix of the results of the current game, something like snapshot. After that the algorithm made a move in the snapshot and simulate your move, after that made another snapshot of the snapshot and so on, till calculate the best move, after that made the move in the real game. The algorithm creates 167 recursive snapshots for a move. The application also allows you to play multiplayer, I used my PC for server, only for the test. The main idea behind the application is to solve the problems in the application with algorithms created myself or ready-made. It's not technology rich application.

Technologies: Java, XML, Gradle

Tools: Android Studio **Link:** 

Architecture: MVVM, RESTful

-Hangman game

Description: This application is another classic game. You should find the correct word to win. Also, you have a limited moves and it's a multiplayer application. You can play this game with a lot of players, there's no limit. The application also has a ranking system for the


players. The game itself is not innovative, but when I decided to create it, my idea was to use many technologies, so I can master them.

Technologies: Java, JavaEE(Servlet API, JSP, JSF, JSTL, TagFiles, JPA, Metamodel, JAX-RS, JAX-WS, JAX-B, JSON-B), Maven, SonarLint, Junit, AssertJ, Harmcrest, Mockito, Spring Framework(MVC, AOP, Data, Batch, Session, Security, Hateoas, Webflux...), Spring Boot, Hibernate, Apache CXF, JSON, GSON, Jackson, Flyway, JavaScript, Node, ReactJS, npm, Webpack, Babel, ESLint, Formik, Bootstrap, Material-UI, Apache Shiro, Selenium, SQL(OracleDB, MySQL), MongoDB, Axios, Ajax, JQuery, Docker, HTML, CSS, SASS, XML, swr and etc.

Architectures: MVC, RESTful, SOAP, Microservices, N-tier (application have variation by architecture design)

Link: 

-  **Java Fundamentals**
-  **Java Advanced**
-  **Java OOP**
-  **Java Project - BarracksWar**
-  **Java Android Game - Space Defenders**
-  **C# Parking Software**
-  **Java Project(Spring) - MeisterTask**
-  **C/C++**
-  **UML**
-  **Data Structures Implementations**
-  **Algorithms**
-  **Sorting algorithms**
-  **MySQL**
-  **MS SQL**

More projects and tasks you could find in my GitHub: 

Education

Mathematics and English with profile Informatics

PMG Boyan Petkanchin, Haskovo

2013 — 2018

Software Engineering

Plovdiv University





2018 — Current

Software Engineering

Software University (SoftUni)

2018 — 2020

I have several certificates:

-  **Programming Basics with Java**
-  **Technology Fundamentals with**
-  **Java Java Advanced**
-  **Java OOP**

Personal skills

Communication skills: Verbal Communication, Non-Verbal Communication, Active Listening Confidence, Diplomacy, Friendliness, Patience, Tolerance

Problem-solving skills: Analysis, Design, Experimenting, Innovation, Insight, Lateral Thinking, Logical Reasoning, Reframing

Leadership skills: Conflict and Dispute Resolution, Deal-Making, Cultural Intelligence, Strategic Planning, Encouraging

Work ethic skills: Calm, Curiosity, Discipline, Emotion Management, Organized, Motivated, Optimistic, Open-Minded, Perseverant, Responsible, Taking Criticism

Teamwork skills: Accept Feedback, Collaborative, Coordination, Deal with difficult situations, Respectfulness, Social skills

Time Management skills: Allocating Resources, Critical Observation, Focus, Goal setting, Introspection, Planning, Personal Time Management, Prioritization, Scheduling, Task Planning

Interests and hobbies

Little additional information about me and my interests aside from the IT industry. Some of my interests aside from this environment are astronomy, physics, math, hiking, swimming, traveling, reading books, on any subject, stock exchange, entrepreneurship. I love to read daily news on political, tech, business topics. Every day I go to fitness or meet with my friends in my time.

