Plamen Mateev
UX/UI Design – Programming
CV

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Personal information

First name: Plamen
Last name: Mateev
Date of birth: 11.30.1992
Nationality: Bulgaria
Gender: Male
Current address: Gothenburg, Sweden

Summary of Skills

Technical Skills

Programming

Strong programming skills in C#.
Experience with programming various relatively simple program components with Java, Objective C, C++, Python and Arduino.
Good experience with designing and maintaining MySQL Databases.
Experience with working with OpenGL 4.5.
Experience with multiple coding platforms: Eclipse, IntelliJ IDEA, Emacs, Visual Studio.

User Experience Design

Proficient in using Figma/Sketch/Photoshop/InVision (and similar) for designing wireframes and prototypes.
Great knowledge of prototyping, user evaluation methods and patterns in designing user experiences and interaction design.
Good skills in creating Virtual Reality experiences and familiarity with the Unity Engine and limited experience with Unreal Engine.

General

Experience in working in Scrum and Agile Development environments.
Experience with Freight Forwarding software and applications (Speditor.net, Timocom).
Vast experience with Office applications (Excel, Word, Access).

Skills, traits and perks

Great team player and excellent team leadership skills.
Knowledge and experience in an agile development environment.
Self-sufficient and quick learning.
Excellent social and communication skills, both verbal and written.
Great established contacts in the field of Freight Forwarding.
Great economic sense and competitive nature, as well as good haggling skills.
Self-improving and open to criticism.

UX/UI/Interaction Design portfolio

https://www.behance.net/plamenmtv4cf1

Previous experience

Duration: **January 2018 -**
Position: Internship/Master's thesis
Organization: **Cybercom Group**
Organization size: over 100
Additional details:

Currently developing an immersive Virtual Reality experience, that aims to tell and educate about the history of a street within Gothenburg, Sweden.

Skills gained:

Development in Unity Engine - Creating a VR experience, using C#
Improved prototyping and user testing skills
Better experience in working in a large company setting

Duration: **September 2016 – December 2017**
Position: **Member of a project team**
Organization: **Chalmers university**
Organization size: from 4 to 6 (project teams)
Additional details:

Researched and created a prototype for **Huawei** and **Universeum (Sweden)**.

Huawei: Voice User Interface for a level 4+ autonomous vehicle.
Universeum: GUI + physical exercise bike with which the user could virtually travel across the solar system, in order to understand the distances in space.

Skills gained:

Vast knowledge in programming in C# in creating GUIs
Various methods in prototyping
Self-management
Working with an industrial partner

Duration: **September 2012 – June 2016**
Position: **Member of a project team**
Organization: **Gothenburg University**
Organization size: from 2 to 10 (project teams)
Additional details:

Gothenburg University has 6 terms, resulting in 5 projects and 1 thesis development.
Conducted 5 projects:
    A Restaurant Customer/Owner interface
    Programming the NAO Robot
    Designing a stock market exchange application for 3 different platforms (Desktop/Web/Android).
    Constructing and Programming a miniature self-driving car
    Conducting a field research in the area of Organizational Management

Skills gained:

Strong team leadership and team play.
Excellent international relationship and work ethics established.
Superb team and organizational management skills and techniques.

Technical skills gained:

Good experience with Object-based programming and designing Graphical User Interface (GUI) platforms with Java.
Experience with writing, assembling and executing scripts on the NAO Robot using Python.
Experience with learning the limitations of Mobile platform hardware as well as designing and implementing various candle charts for Android.
Extensive knowledge and experience with QA testing and management using IBM Rational Quality Manager, CUnit, Cgov, Valgrind, IBM's ClearQuest.
Developing and implementing a lane detection algorithm in a self-driving car using Objective C, OpenCV (v 2.4.8) and 3D Virtual Machine simulations.
Limited experience with Concurrent Programming using Erlang.
Good experience with managing SQL/MySQL Databases.

Thesis work: An Empirical Investigation of Cloud APIs (Amazon Web Services).

Duration: **July – September 2014/2015**
Position: **Freight Forwarding intern 2014/Freight Forwarder 2015**
Organization: **MS Shipping LTD.**
Business sector: Transport/Shipping
Location: Varna, Bulgaria
Organization size: 15-20
Additional details:

As **an intern** – developed excellent office skills, from compiling and maintaining Excel spreadsheets to scanning, printing and copying important documents and receipts.
As a **freight forwarder** – extensive use and comprehension of the online freight forwarding platform "Speditor.net" and other similar websites, as well as utilizing the simple to use "Timocom" application have granted a vast understanding of this business sector.
Conducted several deals, which benefited MS Shipping greatly, with both large and small organizations to transport various cargo, either with MS Shipping's personal trucks or with trucks found standing ready from other organizations – demonstrating high resourcefulness.
Extensive experience with establishing current freight forwarding market rates for optimal deals.
Developed good haggling skills.
A wealth of Bulgarian and international freight forwarding contacts established.
Working in a team of 3 – gained massive small-team work experience.

Volunteer work

Duration: **October 2015 – November 2016**
Position: **Gym manager**
Organization: **Förtroenderådet Olofshöjd (Non-profit)**
Business sector: Non-profit/Community service
Location: Gothenburg, Sweden
Organization size: 13 + Associates
Additional details:

Maintaining gym equipment – lubricating gears, tightening up loose dumbbells etc., as well as looking for upgrades and/or replacements of current machines.

Handling new gym membership applications and membership fees – developing excellent documentation skills.*

Freelance gym personal assistant to anyone who needs it inside the gym. Over 6 years of weightlifting and gym equipment experience.

Representing FR Olofshöjd in social media – making sure the residents of Olofshöjd have a friendly and responsible face to contact in case of any faults or questions regarding the gym.

Duration: **October 13 2017 – October 14 2017**
Electrolux Designathon (https://professional.electrolux.se/designathon2017/)
The task: Designing the laundry machines of tomorrow (2020). Created a digital and physical prototype.

Education

Duration: **September 2016 – June 2018**
Program Title: **Interaction Design & Technologies**
Level: Master
Location: Chalmers University, Gothenburg, Sweden
Description: UX design projects, prototyping and evaluation techniques.

Duration: **September 2012 – June 2016**
Program Title: **Software Engineering & Management**
Level: Bachelor
Location: Gothenburg University, Gothenburg, Sweden
Description: Creating software using various programming languages in project teams; Project and team management.

Duration: **October 2011 – June 2012 (Interrupted)**
Program Title: **Computer Games**
Level: Bachelor
Location: University of Essex, Colchester, United Kingdom
Description: Foundation year focusing on the basics of Discrete Mathematics, Basic object-oriented programming, databases and web design. Interrupted due to personal reasons.

Languages

Mother tongue: Bulgarian

Other languages: English C2 Level (TOEFL official test taken during 2011; Score of 108 out of 120 achieved)
Russian B2 Level
Swedish B1 Level

Additional Information

Small portfolio of Video Game Addons (XCOM 2) I have developed using Unreal Development Kit, although outdated:
http://steamcommunity.com/id/plumse/myworkshopfiles/?appid=268500

A snippet from an OpenGL project, involving shadow maps, texturing, texture filtering and direct/indirect illumination.: http://imgur.com/AmlIlsI

Link to my LinkedIn: https://www.linkedin.com/in/plamen-mateev-a4b293125/