SAVVA IGNATOV

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EDUCATION

Harvey Mudd College B.S. Computer Science and Mathematics   May 2025

EXPERIENCE

Developer Internship *Planon – Nijmegen, Netherlands*   Jul 2024 – Aug 2024
- Designed a circuit using ultrasonic sensors for a table levelling program in order to correctly adjust tables by triggering the table motor using ultrasonic sensors for each given user's height.
- Replaced MQTT communication on an ESP 82266 Arduino module with an HTTPS protocol for secure GET requests.

Software Engineering Internship *Planon – Nijmegen, Netherlands*   Jun 2023 – Aug 2023
- Integrated internal navigation system using C# in Unity enabling users to locate meeting rooms with HoloLens2.
- Developed UI by adjusting shaders values and adding voice-activated control for better accessibility on the menu screen for any user who can speak to be able to be guided to their meeting room.

Software Engineering Internship *Planon – Nijmegen, Netherlands*   Jun 2023 – Aug 2023
- Diagnosed issues in a malfunctioning car detection program by analyzing workflows, and system integrations; identified root causes, pinpointing connection configuration errors.
- Diagnosed and resolved memory overflow issues, when calling the Raspberry Pi camera parking feed to correctly track occupancy and duration of each car, in time for the functionality to be shown to potential investors.

Computer Science Grutor *Harvey Mudd College – Claremont, USA*   Aug 2023 – Dec 2023
- Provided one on one help to CS students, by revisiting principles covered in class which they struggled understanding by using simpler examples to make the students less fearful and confused by the homework.
- Assisted with debugging problems and teaching the students how to write test cases to locate program issues efficiently and pragmatically to foster coding habits.

PROJECTS

Capstone Project *DreamDai – Claremont, CA, USA*   Aug 2024 – May 2025
- Collaborated on a full stack web app to match users with venues through iterative feedback from customers to produce a web-app which provided personalisation beyond competitors in a 65 billion dollar market.
- Built an interactive wedding planner in React using scraped vendor data, to generate personalised vendor suggestions.
- Implemented BeautifulSoup library and RegEx scripts to standardize vendor data and enable seamless database integration enhancing data consistency.
- Enhanced search relevance using LLMs to generate embeddings stored in Pinecone's vector database from tags derived from scraped vendor descriptions.

Sustainability Research *Rocamar – Costa Brava, Spain*   Jan 2020 – Jul 2021
- Research sustainable ways of development, to create a 3D render of the hotel in Blender.
- Presented the findings and model to the mayor of Cadaques and director of Rocamar.

SKILLS

- Python, C#, C++, React, Unity, Arduino, Processing, Soldering
- Scraping, Full Stack, Algorithm optimisation, RegEx, Blender
- Fluent in English, Spanish, French, Russian, Intermediate in German

RELEVANT COURSEWORK

- Scientific Computing, Network Algorithms, Algorithmic Art, Algorithms, Abstract Algebra