



Stanimir Moneyev

Software Developer

- Motivated, independent, and team-focused
- Java, Python, full-stack software developer
- Interest in: Artificial Intelligence (Reinforcement Learning), Software Security, and Web Development

Contact

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Address

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Education

01/2015 – Current

Bachelor - Software Engineering
Technical University of Dortmund

01/2010 – 01/2014

High School Diploma - 5,49
High School of Foreign Languages 'John
the Exarch' | Varna, Bulgaria

Software experience

- Software Development
- Software Testing
- Software Optimization

Software skills

- Java, Python, Ruby, C#, C, C++, PHP, Javascript, CSS, Haskell, Liquid, Typescript
- Ruby on Rails, Python Django, Java Apache, JQuery, PHP Laravel, Angular, NodeJS, Git, Github, Gitlab, bash, powershell, cmd, cli
- SQL, Postgres, MariaDB, mySQL, MongoDB

Experience

01/2021 - 12/2023

Eshop Guide l Bochum

Software Developer

- Development with Ruby on Rails, Postgres SQL, HTML, CSS, Javascript, NodeJS, Liquid
- Gained experience in Scrum process and Asana boards
- Test-driven development with a focus on Rspec
- The company is the largest Shopify partner in Germany
- Many clients, including Faber Castell, Glasstar, Nexaro, Wajos
- Support in the development of both private and public Shopify apps

08/2020 - 12/2020

Made in Dortmund l Dortmund

Software Developer

- Development with C#, PHP, Javascript, and Git
- App development with JTL-WAWI for JTL-Shops
- Work with various SQL databases, such as MongoDB, MariaDB, and MySQL
- Video editing for YouTube using Adobe Premiere Pro
- The company has partnerships with other major companies, such as CentOS, Sunmi, Ubiquiti Networks, and others

07/2016 - 07/2020

QTime GmbH l Herdecke

Java Developer

- Worked as a Java development student
- Worked with CSS and JavaScript
- Focused on Java, as the entire program and server were developed using this language Gained experience in a company with 10 employees
- Company with over 20 years of experience in developing personnel time tracking systems
- Developed an open-source time tracking software for use in large German companies

Reference

David Crowder

Technical Director &
Co-founder Eshop Guide

Phone: 0234 5200 9735

Email: dave@eshop-guide.de

Jörg Wronna

Managing Director, QTime GmbH

Phone: 0233 0606 200

Email: info@qtime.de

Languages

German

English

Bulgarian

Soft Skills

- Independence
- Teamwork
- Diligence
- Efficiency
- Systematics
- Analytical and logical thinking

Application Skills

- Eclipse, Visual Studio Code, RubyMine, SublimeText
- Adobe Premiere Pro, Adobe Photoshop, Gimp
- Microsoft PowerPoint, Google Slides

Projects

○ B2B - NodeJS -> Ruby on Rails Project

- Independent development of a B2B app using NodeJS for a private client.
- Updating the same app with Ruby on Rails.
- Publishing the app on the Shopify App Store as a public application.

○ AI project with Python at the university

- Specialized project "Applied Deep Reinforcement Learning" at TU Dortmund.
- Development of a 2D game in the project.
- Utilization of Proximal Policy Optimization (PPO) as the optimization algorithm.
- Use of the Gymnasium environment from the Farama Foundation for the project.

○ AI project with NodeJS Express and BrainJS.

- Personal home project before the specialized project.
- Experiments with BrainJS.
- Creation of a website.
- Development of a Tic-Tac-Toe game.
- Attempt to program an agent with BrainJS to play the game.
- Time planning for the project.
- Conducting an analysis for possible improvements in the project.

○ Password Security and Code Optimization

- Participation in various projects at QTime GmbH.
- Responsibility for optimizing password logic in time management software.
- Conducting updates and optimizations on calendar software for performance enhancement.
- Application of knowledge from studies, particularly in dynamic programming.

○ Unity Projects

- Participation in the development of a 3D platform fighting game with Unity in the style of Smash Bros.
- Gaining extensive experience in C# during the project.
- Creation of some textures for the game using Gimp for design.
- Expanding my experience in the field of game development.

○ Python modifications for a game.

- Began interest in programming during my school years.
- Developed mods for the game Mount and Blade using Python.
- Continued passion for coding ever since.

Stanimir Monev

Bochum, 10.01.2024