

# Vella Nedelcheva

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## Profile

At the age of nine, I discovered a spark for programming that has since grown into a lifelong passion. This led me to graduate from a professional high school of **Telecommunications** with a focus on **System Programming**, where I also developed a strong interest in **Electrical Engineering**, guiding me toward **Electronics**. A robotics internship in **Germany** confirmed my dedication to this field.

I am currently seeking **opportunities** to further develop in **programming** after completing my degree in **Mechatronics**. I bring practical experience in **robotics**, **VR gaming**, **software development**, and **embedded systems**. I am passionate about transforming creative ideas into **efficient** and **reliable solutions** and continuously expanding my expertise in **engineering** and **programming**.

## Technical Skills

Languages & Scripting	C++, C#, C, Python, Arduino C, MATLAB, JavaScript, Bash, CMake
Databases & Communication	MySQL, SQL, MQTT
Tools & Frameworks	Unity 2021.3.44.f1, OpenCV, Git/GitHub, GitBash, ROS2, Blender, CLion, VS Code, Visual Studio 2019, Eclipse, Inventor
Hardware	Arduino, Raspberry Pi 4B, Nucleoboard F091RC
Other	VR Development (Meta Quest 2 Controller, Oculus SDK, OpenXR)

## Soft Skills

- Analytical thinking, Critical thinking, Self-motivation, Initiative, Curiosity
- Perseverance, Teamwork, Reliability, Assertiveness, Creativity
- Positive attitude, Problem-solving, Attention to detail, Independent learning, Adaptability
- Self-driven, Time management, Flexibility, Self-discipline, Resourcefulness
- Reflective thinking, Good communicational skill

## Languages

**German:** Fluent  
**English:** Fluent  
**Bulgarian:** Native  
**Russian:** Basic

## Work Experience

- Jan–Apr 2025 **Intern, Schiebel Antriebstechnik GmbH, Vienna, Austria**
- Developed **Python** code ensuring high efficiency and reliable performance of DC drives on Raspberry Pi 4B (ARM).
  - Built **C++ interfaces** for serial communication with sensors and actuators and their data processing
  - Improved system efficiency by identifying and fixing a memory leak
  - Created software to process and filter high-frequency sensor data in real time
- March – **Junior C++ Developer, CT Gaming, Sofia, Bulgaria**
- September 2021
- Developed the slot game **Fire Egg** using C++ under Linux
  - Gained experience with SDL graphics library and Eclipse IDE
  - [Link to video demo](#)
- June 2019 **Arduino Programmer, Intern, WBS Training AG, Dresden, Germany**
- Programmed microcontrollers in Arduino C for a **robotized car project**
  - Applied electrotechnical knowledge to implement control logic

## Projects

- May 15 - **Bachelor Thesis – Digital Climbing (VR Game), Unity & C#**
- August 12, 2025
- Independently and with no prior experience developed a VR climbing game in 3 months
  - Integrated Meta Quest 2 controllers for motion tracking
  - Implemented kinematics, noise filtering, and interactive climbing mechanics
  - Combined passion for **climbing & programming** into a VR game
  - [Link to video demo](#)
- June 17 - July 07, 2024 **Turtle Simulation, ROS2 & Bash script & C++**
- Developed a **ROS 2 (C++) node** to autonomously control a Turtlesim robot using publishers, subscribers, and timed callbacks.
  - Implemented **state-based motion control** with random direction initialization, edge detection, and boundary avoidance behavior.
  - Integrated **real-time pose feedback** and velocity commands for smooth autonomous navigation.
  - [Link to Github repository](#)

## Education

- 2021–2025 (expected) **B.Sc. Mechatronics, Design & Innovation, Management Center Innsbruck (MCI)**
- Elective Modules: IoT, Data Science, Machine Learning, Mobile Robotics, Image Recognition, Personal Skills
  - Bachelor Thesis: *Digital Climbing – VR Game*
- 2015 – 2020 **Technical High School of Telecommunications, Sofia, Bulgaria**
- Focus on **System Programming**:

## Motivation

I'm driven by the challenge of writing **clean, reliable, and flexible code** that makes real-world systems work efficiently. My goal is to become a **skilled programmer** who contributes to innovative projects in robotics, automation, and both hardware and software development.

## Work Style

My mechatronics studies at MCI Innsbruck have strengthened my analytical thinking and taught me the importance of maintaining a broad perspective while paying attention to detail. Besides programming, I write poetry—an experience that has also contributed to shaping my programming mindset, encouraging me to approach problems with both structure and creativity. I strive to work in a **structured and efficient way**, with strong attention to detail and clarity. I thrive in both **collaborative** and **independent** environments. Learning, feedback, and continuous growth motivate me to push beyond my comfort zone and deliver high-quality results.

## Interests & Activities

Projects Erasmus+ Project “No stereotypes for Equality and Inclusion”; Translator for educational project (German → Bulgarian)

Hobbies Climbing (Former member of the Bulgarian National Climbing Team), Creative Writing, Skiing, Violin