

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 **B.Sc. Mechatronics, Design & Innovation, Management Center Innsbruck (MCI) (expected)**
- 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