# MIHAYLOV
# Volen

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## PROFILE

- **Over 4 years of experience in software development, including JS, C#/C/C++, and web technologies**
- **Background in both back-end systems and front-end development with CI/CD experience**
- **Strong understanding of secure app development, systems integration, and debugging practices**
- **Experience in project planning, scope definition, and budgeting (Agile/Scrum)**
- **Excellent interpersonal skills developed through team-based work environments and client/user interactions**

## LANGUAGES

- **French** (Fluent)
- **English** (Fluent)
- **Bulgarian** (Fluent)
- **German** (Beginner)
- **Spanish** (Beginner)

## RELEVANT PROFESSIONAL EXPERIENCE

**Founder/Independent Developer of Mobile Video Games / Volen Digital (Sole Proprietorship)    2024- 2025**
- Designed and built several mobile games and internal tools (Java, C#, Unity, JavaScript, TypeScript)
- Developed and deployed game logic, procedural generation systems, and UI/UX in Unity and web stacks
- Built a time-tracking Obsidian plugin using JS and MermaidJS to support project planning and analysis

**Client Solutions Developer 2nd Level / Giro Inc. - Germany    2023- 2024**
**Analyst-Programmer 2nd Level / Giro Inc. – Montréal    2021- 2023**
- Designed, developed, and optimized client-specific features using C++, C#, HTML, CSS, and house code
- Onboarded and trained new developers on Giro's proprietary codebase and client delivery processes, including version control and deployment pipelines.
- Updated and adapted an ERP Software solution to client needs
- Analyzed and estimated the implementation effort/budget for new features and bug fixes
- Delegated tasks to junior programmers and provided technical guidance throughout development cycles.
- Refactored and debugged legacy modules to improve performance, maintainability, and reliability.
- Acted as a key contact for client-facing communications, gathering requirements for feature requests and handling escalated bug reports.
- Delivered both 1st- and 2nd-level support, troubleshooting critical issues in a production environment.
- Maintained and updated SQL-based databases in support of application features and data integrity.
- Created and maintained a CI/CD pipeline with integrated automated testing

**Program Manager of the Junior Sailing Program / Royal Saint-Lawrence Yacht Club    2019-2020**

**High Level Dinghy Sailing Instructor / Royal Saint-Lawrence Yacht Club    2017-2019**
**Tutor for High School Math, College Physics and Calculus 1/2 / John Abbott College and Ind.    2012-2017**

**Junior Technician (IT) [Internship] / BNC – Banque Nationale du Canada    2016**
- Contacted clients regarding system migrations
- Communicated with the team to establish project pipelines
- Contabilized data for successive pre-planned system migrations

## ÉDUCATION

| | |
|---|---|
| **Graduate Diploma (DESS) in Narrative Game Design /** NAD (UQAC) | **2021-2023** |
| **Bachelor's in Computer Engineering (BEng) /** McGill University | **2016-2020** |

    **Relevant Complementary Courses:**
- Applied Machine Learning (COMP 551) & Artificial Intelligence (COMP 424)
- Software Validation (ECSE 429) & Software Engineering Practice (ECSE 428)
- Realistic Image Synthesis (ECSE 446)

## SKILLS

**Programming Languages**
- Java, JSwing, JUnit, C, C++, C#, GLSL, Python, Pytorch, scikitlearn, MatLab,, Chai, WinForms
- SOAP, RestAssured, Visual Basic, Git Bash, Cucumber, Jenkins, Tex, TravisCI
- SQL, postgreSQL, Oracle, MySQL, JQueury, JavaScript, CSS, HTML, Go, Hugo

**Documentation/Management Tools**
- MS 365, PowerBI, Access, LaTEX
- Trello, Slack, Jira, Asana, Sharepoint

**Programming Tools**
- Unity3D, Unreal Engine 4
- Visual Studio, GitHub, Eclipse, Collab, AndroidStudio. Jupyter, GitLab, IntelliJ, VS Code

**Other Tools:** SimulLink, MatLab, Autodesk 3ds Max, Blender, Photoshop CS, VMWare, Oracle VM, Docker

## PROJETS (Available On Demand)

**Procedural Endless Puzzle Game** / Volen Digital Project (Solo) -             **In Development**
  **Technologies Used**: Unity3D, HTML, CSS, C#, UnityScript, Unity ECS, Photoshop, Illustrator
- Developed an "endless" puzzle game with procedural level creation for iOS / Android

**Time Tracking/Project Planning System (Adaptation of Obsidian software)** / Personal (Solo)-   **2024-2025**
  **Technologies Used**: CSS, JavaScript, TypeScript, MermaidJS, Obsidian, VSCode
- Created an Obsidian plugin that is an automation system for task planning/docs. with time keeping graphs.

**Narratively Driven 2D Arcade Game (PC/iOS/Android) /** DESS Final Project (Solo) -   **2024**
  **Technologies Used**: Unity3D, Git, C#, HTML, CSS, Photoshop, Illustrator, Trello
- Coded an arcade-style JRPG game with AIs
- Properly planned the project pipeline according to time constraints and adapted the scope

**To-Do Manager RestAPI CI/CD with Case Testing** / ECSE 429 (Team of 4) -   **2020**
  **Technologies Used**: Java, RestAssured, SonarQube. GitLab, Jenkins, GitHub
- Unit Tested, exploratory tested, story tested and non-functional tested the To-Do Manager RestAPI.
- Implemented as well Continuous Integration testing using GitLab CI

**Multiple Linux Operating System Implementations** / ECSE 427 (Solo) -   **2020**
  **Technologies Used**: C, VM VirtualBox, Visual Studio Code, Git, Linux
- Developed a Simple Memory Allocator, a Thread Scheduler and a Simple TCP Client

**Multiple Machine Learning Implementations** / COMP 551 (Teams of 2/3) -   **2020**
  **Technologies Used**: Python, Jupyter, Github, Atom, Latex
- Implemented from scratch a ML Logistic Regression, Naïve Bayes and performed analyses on varied datasets.
- Implemented from scratch a ML Decision Tree, Linear SVC, Adaboost and a Random Forest
- Implemented using PyTorch a Multilayer Perceptron and a Convolutional Neural Network to evaluate data.

**Heuristics Based AI for a Non-Deterministic State Probability Driven Game/** COMP 424 (Solo) -   **2020**
  **Technologies Used**: Java, Eclipse, Latex

**Tests CI /Testing Automatization for the JAMScript framework**/ Capstone Project (Team of 4) –   **2019-2020**
  **Technologies Used**: Visual Studio Code, VM VirtualBox, Javascript, Chai, C, TravisCI

**Real time and Offline Renderer** / ECSE 446 (Solo) –   **2019**
  **Technologies Used**: CMake, C/C++, GLSL, Visual Studio 2018