

I am a results-driven software developer with multiple years of experience in designing, developing, and deploying innovative software solutions. With proficiency in multiple programming languages and technologies, and a strong background in web development. I excel at collaborating with cross-functional teams to deliver high-quality, scalable software applications that meet business objectives. Displaying an eagerness to leverage my skills and gain valuable experience to drive continued success in my field of passion.

SKILLS

Tools and Languages	Git, Agile Development, Test-Driven Development, Markdown, Python, HTML, CSS Javascript (NextJS/ReactJS/Typescript), Java, JUnit, C/C#/C++, SQL, Database design Proficient in Machine Learning and AI, primarily Reinforcement Learning and Neural Networks English (fluent), Bulgarian (fluent), Spanish (intermediate proficiency)
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TECHNICAL EXPERIENCE

Beating the Wordle using Reinforcement Learning <i>Solo Project</i>	January 2025 — May 2025 Fort Collins, CO
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- Implemented an Advantage Actor Critic (A2C) Wordle model to improve upon baseline results, by creating a custom asynchronous A2C (A3C)
- Training speeds increased by 110% over A2C model while matching expected accuracy scores

Team Member / NLBSE 2025 Research Paper Submission <i>Team Supervised Spaghetti</i>	August 2024 — December 2024 Fort Collins, CO
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- Developed three models to beat the baseline set by the Natural Language-Based Software Engineering (NLBSE) 2025 Tool Competition for Code Comment Classification
- Created a total of three models, one for Java, Python, and Pharo, respectively
- Created neural networks for each category and outperformed fifteen out of nineteen baselines

Biodegradability of Molecular Structures with Supervised Machine Learning <i>Solo Project</i>	March 2024 — May 2024 Fort Collins, CO
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- Used the QSAR (Quantitative Structure Activity Relationships) Biodegradation Data Set to create a supervised machine learning classifier using SVMs
- Matched the baseline set by The Milano Chemometrics and QSAR Research Group

Front End Developer and Game Design / Online Chess Variant <i>Team WTB</i>	Fall 2020 — Spring 2021 Fort Collins, CO
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- Designed and implemented the website for our online displacement chess implementation
- Held weekly scrums as the scrum master
- Assisted in designing architecture for the structure of the database and API calls
- Implemented unit tests, and play-tested later versions of the game

Front End Developer / Travel Agency Website <i>C9 Computing</i>	Fall 2018 — Spring 2019 Fort Collins, CO
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- Used ReactJS to design and create the website front end of the application, including crafting all custom graphics
- Helped facilitate communication between the web application and the database
- Participated in multiple weekly meetings, upholding Agile methodologies

EDUCATION

Bachelor of Science in Computer Science - 3.866 GPA, Colorado State University <i>FWYS Grant and Pell Grant recipient</i>	Graduated May 2025
International Baccalaureate Degree, Niwot High School	Graduated May 2016

ACTIVITIES

Lab Manager for Exploratory Students Resource Center, CSU	Fall 2017 — Fall 2020 & Spring 2024 — May 2025
Volunteer at Northern Colorado Humane Society	Spring 2024 — May 2025
Tournament Organizer for CSU Nintendo Club	Summer 2016 — Fall 2021
Volunteer at Longmont Humane Society	Fall 2011 — Summer 2013
Niwot High School Robotics Captain	Fall 2012 — Spring 2016