ALEXANDER GEORGIEV

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EXPERIENCE

CoStar Group   **Software Engineer June 2025 - Current**

Associate Software Engineer July 2024 - June 2025

- Built and maintained a centralized sales-record ingestion engine for an S&P 500 enterprise, handling **100k+ records and $2.5M in daily transactions**
- Built and scaled real-time sales dashboards, KPIs and hierarchical filtering features connected to ingestion engine across **four product lines**, owning full-stack implementation in **Node.js, .NET APIs, and SQL**
- Served as a primary point of contact to financial analysts, providing insight into data ingestion and discrepancy issues while resolving anomalies to ensure **SOX-compliant** financial reporting
- Key contributor to international rollout by **engineering a full-stack currency conversion system** with **dynamic exchange-rate logic**, delivering precise localized values for international users
- **Rebuilt multiple core services** to replace outdated systems managed by external teams, ensuring **seamless transitions** before legacy repositories were sunsetted.

Edamam   **Software Engineering Intern June 2022 - Aug 2023**

- Owned development of **generative AI workflow** that created photorealistic food imagery and auto-populated missing recipe data, increasing dataset completeness and content quality by 50%
- Prototyped **AI-driven solutions** using internal data to demonstrate technical feasibility, providing a **strategic roadmap for future product growth**
- Engineered **scalable crawlers and web scrapers** to ingest high-quality culinary data from extensive online sources, significantly expanding the company's recipe database with hundreds of new entries
- Implemented and deployed Java applications to **optimize UPC validation processes**, eliminating unverified entries and ensuring **100% daily validation** accuracy

EDUCATION

Virginia Tech - B.S. in Computer Science   **May 2024**

- Minor in Human-Computer Interaction (HCI)

Coursework and Projects:

- **Music Practice Scheduler & Progress Tracker** | Multimedia Hypertext Capstone
  - **Practice 10k Music App** - Built a mobile app, used by music professors and students, to organize practice routines, track progress, and enhance productivity and motivation for music students.
- **Virtual Reality Training Software** | Human-Computer Interaction Capstone
  - **C.A.M.P. (Cozy Ambient Multiplayer Park)** - Developed an immersive multiplayer VR training environment in Unity featuring an AI assistant that delivered real-time camping guidance and task support.

PROJECTS

HackViolet | SisterCircle   **Feb 2023**

Enhancing Nighttime Safety with Real-Time Location Tracking   React Native | Firebase

- Designed and developed a robust front-end system using React Native and Expo.
- Utilized Firebase for real-time user tracking, triggering notifications on safe distance breaches.
- Facilitated user account creation and login processes, allowing users to form groups for safe travels.

VTHACKS | MuSentence   **Nov 2022**

Contributed to the Development of MuSentence, a Music Recommendation Platform   JavaScript | Python | React | Django

- Gained extensive hands-on experience in utilizing languages such as React, Django, and Python.
- Utilized VSCode and a combination of GitHub and LiveShare for efficient project collaboration and coding.
- Overcame React and Django challenges, and made design decisions for a React website.

TECHNICAL SKILLS

Languages | Java, C, C++, Python, JavaScript, TypeScript, HTML, CSS, .NET
Frameworks/Libraries | React, React Native, Next.js, Node.js, Express.js
Developer Tools | Linux, Git, Unity