



Atanas Yonkov

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EXPERIENCE

Intelligent Automation Developer

KPMG ITS OOD

September 2024 – Now

Sofia, Bulgaria

- Extending components and implementing features in the KPMG Sofy Low-code platform utilising Vue.js

Joint Master Thesis Researcher

CWI (Centrum Wiskunde and Informatica) and University of Amsterdam (UvA)

February 2024 – June 2024 (5m)

Amsterdam, The Netherlands

- Thesis topic: Enhancing the Spectator Experience: Integrating Subtitle Display in eXtended Reality Theatres
- During my master's thesis project at the Netherlands Institute of Mathematics and Informatics, I am studying the user experience of displaying subtitles in extended reality (XR) environments
- Integrated eye tracking functionality of the Meta Quest Pro into a Unity theatre application in order gather data during the study

Software Engineer

Merkle

April 2022 – August 2023 (1y 6m)

Sofia, Bulgaria

Software Engineer

Feb 2022 – August 2023 (8m)

- Developed an internal rewards system using Next.js, Apollo GraphQL and Knex.js
- Conducted my bachelor thesis, which was focused on exploring to what extent utilizing modern frameworks can improve the company's development process
- Fixed bugs within client projects
- Developed a functionality for setting up and syncing (between dev and prod) on-demand sandboxes

Software Engineering Intern

April 2022 – Feb 2023 (10m)

- Developed mock projects making use of the Salesforce Commerce Cloud platform

Front-end Developer

GILO Technologies

July 2021 – February 2022 (8m)

Rijswijk, The Netherlands

- Developed and implemented the foundation for the GILO Google Docs add-on using TypeScript
- Developed and maintained the GILO Microsoft Word add-on using TypeScript and Node.js
- Created short animations with marketing purposes using Adobe AfterEffects

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, HTML, CSS, Python, SQL, Bash, C, R

Libraries: React.js, Redux (Thunk), Material-UI, Apollo GraphQL, D3.js, Chart.js, numpy, pandas, matplotlib

Frameworks: Vue.js, Node.js, Next.js, FastAPI, Tailwind CSS

Tools: Git, VS Code, Postman, Unity, Eclipse, MATLAB

Concepts: OOP, Agile Development, Scrum

EDUCATION

University of Amsterdam

Master of Science in Information Systems, Grade: Distinction

Amsterdam, The Netherlands

August 2023 – June 2024

- Data Systems Project: Designed and implemented a comprehensive data system in collaboration with TNO, focusing on database design, optimization, and real-world data engineering tasks.
- Explored how to leverage big data for business innovation, market opportunities, and entrepreneurial ventures through case studies and practical exercises
- Studied the design and implementation of intelligent systems using human-computer interaction and machine learning to create adaptive user experiences.
- Learned to build and simulate models for understanding complex systems and their dynamic behaviors across various applications.
- Examined the societal impacts of digital technologies, including digital identity, privacy, and ethical considerations of emerging tech.
- Analyzed and modeled complex societal systems using data analytics to design effective solutions for issues like urbanization, healthcare, and education.

Halmstad University of Applied Sciences

Erasmus Exchange in Computer Networks (Minor)

Halmstad, Sweden

August 2022 – January 2023

- Learned the fundamentals of computer networks based on Cisco CCNA

- Studied system administration and gained practical insights into managing large-scale computer and network systems
- Applied networking concepts using Linux and Python

Fontys University of Applied Sciences

Eindhoven, The Netherlands

*Bachelor of Science in Information and Communication Technology,**August 2019 – August 2023*

- Collaborated with both internal and external stakeholders to produce various projects
- Developed websites, mockups, user journeys, personas, and similar
- Utilized established research methods (CMDMethods.nl) to test, implement and validate
- Created small video games using Unity and made custom 3D props and assets using Autodesk Maya

CERTIFICATES

Languages: English C1 (CAE), Russian B2 (TORFL-2), French B2 (DELF)**Technical:** Adobe Premiere Pro (Softuni Creative, May 2021), Agile Software Development (Coursera, Sep 2020), Brand New Brand (Coursera, June 2020), Introduction to Typography (Coursera, May 2020), Fundamentals of Graphic Design (Coursera, May 2020), Intermediate SQL Queries (DataCamp, Nov 2019), Introduction to Tidyverse (DataCamp, Sep 2019),