



Atanas Yonkov

www.atanasyonkov.com

→ [linkedin/atanas-yonkov](#) | [github/ayonkov1](#)

Email: atanasyonkov1@gmail.com

Mobile: +359 (0) 879 385835

EXPERIENCE

Intelligent Automation Developer

September 2024 – Now

KPMG ITS OOD

Sofia, Bulgaria

- Enhance and extend low-code platform components with custom Vue.js functionality to meet complex client-specific requirements.
- Develop and automate the generation of data-driven Excel, PowerPoint, and PDF reports tailored to business needs, ensuring consistency, accuracy, and scalability.
- Collaborate closely with stakeholders to translate technical and non-technical requirements into efficient and maintainable front-end solutions.

Joint Master Thesis Researcher

February 2024 – June 2024 (5m)

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

Amsterdam, The Netherlands

- Developed a Unity-based XR theatre application for Meta Quest Pro, integrating eye-tracking to gather real-time user attention data.

Software Engineer

April 2022 – August 2023 (1y 8m)

Merkle

Sofia, Bulgaria

Software Engineer

Feb 2022 – August 2023 (8m)

- Developed a environment management feature used company-wide enabling on-demand sandboxes (ODS) with sync between dev and prod, reducing setup time and errors.
- Built an internal rewards system using Next.js, Apollo GraphQL, and Knex.js, improving employee engagement through streamlined recognition.

Software Engineering Intern

April 2022 – Feb 2023 (10m)

- Created mock e-commerce applications using Salesforce Commerce Cloud to support internal onboarding and tool familiarization.

Front-end Developer

July 2021 – February 2022 (8m)

GILO Technologies

Rijswijk, The Netherlands

- Developed core functionality for Google Docs and Microsoft Word add-ons using TypeScript and Node.js, enabling the GILO app to exist as ADD-ON for these document editors.

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, HTML, CSS, Python, SQL

Libraries: React.js, Redux, Material-UI, Apollo GraphQL, D3.js, Highcharts.js, numpy, pandas, matplotlib

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

Tools: Git, VS Code, Postman, Unity

Concepts: OOP, Agile Development, Scrum

EDUCATION

University of Amsterdam

Amsterdam, The Netherlands

Master of Science in Information Systems, Grade: Distinction

August 2023 – June 2024

- Specialized in human-computer interaction, intelligent systems, and data-driven product design, with hands-on projects in collaboration with TNO.
- Applied machine learning, systems modeling, and big data to real-world challenges in healthcare, urbanization, and education.

Halmstad University of Applied Sciences

Halmstad, Sweden

Erasmus Exchange in Computer Networks (Minor)

August 2022 – January 2023

- Learned the fundamentals of computer networks based on Cisco CCNA
- Managed small-scale network infrastructures 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