Ruben Gueorguiev

Software Developer

Auckland, New Zealand
022 370 7559
rubengueorguiev@gmail.com
rubengueorguiev.com
github.com/blackflarez

Bio

I am a final year software development student at AUT. I chose software development because I have always loved to make things. Developing apps, websites and games has been an amazing outlet, from planning as a team, learning new technologies, designing unique and accessible interfaces, to developing great features. There is nothing more satisfying to me than seeing a project come to life.

I hope to find a position that will give me the opportunity to work with like minded people on projects that I can truly contribute to.

Education

Bachelor of Computer and Information Sciences (Software Development)
Auckland University of Technology | Expected Graduation 2022

NCEA Level 3
Takapuna Grammar School | 2017

Work Experience

Marketing Executive

2021 - Present
Computer Science and Engineering Assosiation

With Covid rendering AUT's computer science club defunct, as part of the new executive team, we revived and rebranded it. From our inception this year, we have gained over 100 new members. One of the main takeaways from this experience is a great sense of motivation, having met the keenest students, top graduates and employers.

As the Marketing Executive, my responsibilities have been to…

- Design posters and branding for print and social media.
- Manage various social media platforms such as LinkedIn and Instagram.
- Help organise and host events such as the Day In The Life Of A Dev AMA, Introduction to Web Dev, and Meet and Greet.
- Collaborate with AUT to host guest events such as Xero 2023 Graduate Recruitment Info.
- Encourage a positive and open environment and guide students.

Maître d'

2018 - Present
Buona Sera Ristorante

As my family business, I have learned many of the responsibilities that comes with running a busy restaurant. Often, I would manage the front of house solo, or with one other waiter. In doing so, I have learned to keep cool under high stress situations, while keeping customers happy. This experience has also been a great confidence boost, especially with my verbal communication skills, both with my colleagues (front of house and kitchen), as well as customers.

My responsibilities have been to…

- Open and close the restaurant, preparing a clean and organised work environment.
- Communicate clearly with colleagues, including mentoring new staff.
- Organise reservations and seating arrangements.
- Serving meals, making and serving drinks and desserts.
- Greet customers in a friendly manner and ensure their needs are met.
- Maintain a prioritised mental map of tasks during busy times.

Skills

Programming
Python, Java, C#, JavaScript, PHP, SQL

Frontend Development
HTML, CSS, Bootstrap, React, ThreeJS

Backend Development
NodeJS, ExpressJS, MongoDB, Firebase, Stripe

Mobile Development
Expo, React Native, SparkAR

Design
Figma, Photoshop, Blender, Final Cut Pro, FL Studio, Unity

Project Management
Scrum, Jira, Trello, GitHub

References

Mihiro Iida
Manager at Buona Sera Ristorante

021 828 009 or
buonaseradevonport@gmail.com

Charles Monaghan
President of AUT Computer Science and Engineering Assosiation

charles@charlesmonaghan.com

Dasher

Ongoing

Dasher is my AUT Research and Development project for our client the National Institute of Water and Atmospheric Research (NIWA). As part of a small team of students, our goal is making air quality data accessible for communities around New Zealand. NIWA was quite open ended, calling this an 'exploratory project' with only a few high level expectations. I was quite happy about this as it gave us a lot of freedom in choosing our own approach.

As team's only Software Development major, I have had a lot of responsibilities. This includes researching, planning, designing, and finally developing a prototype cross-platform monitoring station app. We have just concluded the planning phase, completing a Project Proposal that NIWA is looking forward to come to life. This document boiled down the input we received from client meetings into a tangible vision, and as my first deliverable with a real client, I think it has been a great success so far.

My current responsibilities are in upskilling, preparing the team for a Scrum Inspired development approach, with an Expo, React Native, Firebase tech stack. I chose this approach due to the accessibility that a multi-platform, cloud based application will provide, as well as the ease of developing a single codebase, and the useful documented integrations such as Expo MapView. Additionally, we will be utilising a Python bot/backend to regularly download, clean and format air quality data.

Technologies used:
- Jira, Figma, JavaScript, Firebase, React Native, Expo, Python, Git

JobSpy

2021

JobSpy was a second year project built by a small team of four. We created a prototype job aggregation website, scraping job posts from various New Zealand sites such as Trade Me and Seek, and presenting them in one simple interface. We utilised a Scrum methodology, creating a backlog of user stories, prioritising them with Planning Poker, and working through them in Sprints with frequent meetings and reviews. Initially, I was responsible for the front end, fully designing and developing the website's user interface, and integrating it with the back end. By the third Sprint, we all became full stack developers are we familiarised ourselves with all the technologies in the tech stack such as the Python scraping bot.

Some features I worked on include search with filtering, search result cards and modals, job post sharing, job posting form with Stripe payment gateway, mobile optimisation.

This project was highly challenging, being the first web application I have worked on of this scale. However, overcoming these challenges has given me a lot of confidence in future projects I have worked on.

Technologies used:
- Trello, Python, JavaScript, HTML, CSS, Bootstrap, MongoDB, NodeJS, Express, Stripe, Git

SmashBlock

2022

SmashBlock is a self made 3D mobile clicker/idle game. The object of the game is to mine blocks to collect resources, upgrade tools, and trade with friends. This game was inspired by the satisfying block breaking mechanics found in Minecraft, yet in clicker tradition, simplified to its most simple principles.

I created the game engine in JavaScript, utilising ThreeJS for graphics rendering; authentication and game data is all stored on the cloud in real time using Firebase Realtime Database; GLTF models and destruction animations were made in Blender; textures and icons were made in Photoshop; and this is all wrapped in a React Native front end, running on Android, iOS and web thanks to Expo.

Technologies used:
- JavaScript, TweenJS, ExpoThree/ThreeJS, Expo, React Native, Firebase, Photoshop, Blender, Git