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Top Skills

JavaScript
Node.js
React

Languages

Russian (Limited Working)
English (Professional Working)

Krum Georgiev

Staff Software Engineer @ Vercel | TC39 member | Stuck in Vim
Sofia, Sofia City, Bulgaria

Summary

Ever since I was a little kid, software development has been my passion. I still remember sitting in front of an Atari 800 computer, with the BASIC cartridge loaded in, making it print "Hello, Krum" for the very first time. As I went through the BASIC tutorial, it was almost magic, being able to get the computer to do whatever I wanted, just by typing in these funny little symbols, limited only by my own imagination and ingenuity. Throughout middle and high school, I latched on to any ideas for projects I could get, moving from "Hello World" all the way to a simple First Person Shooter engine, with dozens of projects in between. I learned C, then Lisp and Scheme (which really helped me with the JavaScript journey in the future), tearing through any books I could find on anything remotely related to software development. I was insatiable.

This passion carried me through my education at New Bulgarian University. Here there were more resources available to me than I ever could have imagined as a kid. I studied new languages, algorithms, compilers, mathematical analysis and logic, all with pretty much the same fascination that drove me as a kid. And it was here that I learned truly how much there was yet to learn.

So, now, in industry, this passion remains with me. There's certainly yet more to learn, yet more problems to solve, and yet more to build. And for this, I am very grateful.

Now I am a senior front end engineer and consultant with more than 20 years experience proving my skills, vision and flexibility on a wide range of projects for companies and organizations such as BBC, CNN, United States Department of Defense, LMI Government Consulting, Euromoney, Adobe, Google, TX Group, faberNovel, Big Spaceship, BKWLD, Norton and more. Focusing on all of the aspects and implications of the technologies that are used to build each project, I bring to any team a wealth of experience as well as a passion for creative problem solving, attention to detail, teamwork,

learning, and pushing the limits of technology while still developing for a positive user experience.

Always trying to demonstrate an innovation and a keen eye for detail and a strong understanding of application design and architecture. I enjoy the challenge of difficult tasks, and I stay on the cutting edge of front-end technologies and methodologies.

Member of Technical Committee 39.

Experience

Vercel
Staff Software Engineer, Edge
May 2024 - Present (2 months)
San Francisco Bay Area

In my role as a Staff Software Engineer at Vercel, I am responsible for the design, development, and optimization of our edge computing infrastructure, with a particular focus on Turbopack and Next.js.

I architect scalable, high-performance systems to ensure exceptional speed and reliability for web applications. My responsibilities include collaborating with cross-functional teams to drive innovation, implementing security best practices, and mentor the next generation of engineers.

Committed to advancing web technology, I contribute to making the web faster, more secure, and more enjoyable for users globally.

Ecma International
6 years 2 months

TC39 member
May 2020 - Present (4 years 2 months)
San Francisco Bay Area

As a member of TC39, the ECMAScript Technical Committee, the focus is on the standardization of ECMAScript, a general-purpose, cross-platform, vendor-neutral programming language.

This includes defining the language's syntax, semantics, and libraries, as well as complementary technologies that support the language. Responsibilities

involve being a designated reviewer from stage 2 to stage 4, actively participating in the development of technical specifications, implementation details, and testing processes.

Current projects include work on the Cancellation API and engine262, ensuring these advancements meet high standards of performance and usability, contributing to the ongoing evolution of JavaScript.I'm a designated reviewer from stage 2 to stage 4, actively participating at the tech spec, implementation details and tests.

Currently working passionately on the Cancellation API and engine262.

Developer Advocate at TC39
May 2018 - May 2020 (2 years 1 month)

Standardization of the general purpose, cross platform, vendor-neutral programming language ECMAScript. This includes the language syntax, semantics, and libraries and complementary technologies that support the language.

Patient21
Senior Software Engineer
January 2021 - May 2024 (3 years 5 months)
Sofia, Bulgaria

At Patient21, the role involved developing advanced dental applications designed for clinic use. This included creating patient-facing apps, shift planner, calendar schedulers, appointment management systems, and various supporting libraries.

The focus was on designing and implementing user-friendly applications that streamlined clinic operations and enhanced patient engagement.

Key projects included developing a robust shift planning tool to simplify staff scheduling, a comprehensive calendar scheduler for efficient appointment management, and implementing libraries that supported the core functionalities of the applications.

Facebook
1 year 1 month

Principal Engineer, Facebook Reality Labs and Social VR
May 2020 - January 2021 (9 months)
Menlo Park, California, United States

In this role, I led high-impact projects within Facebook Marketing Partners (B2B platform), utilizing React Core and React Native. I architected scalable, distributed systems to handle high transaction volumes, and partnered with video product teams and AI organizations (FAIR, AI Infra) to advance video understanding and AI integration.

I defined feature specifications in collaboration with VPE and design teams for next-gen products, resolved complex issues in large-scale frontend and mobile platforms, and fostered a strong research and engineering culture.

My efforts drove significant technical advancements and strategic initiatives, contributing to Facebook's leading edge in AI and video technology.

Staff Software Engineer, Product
January 2020 - May 2020 (5 months)
Dublin, Ireland

Working closely with the VPE and design teams to define feature specifications and build the next generation of products.

Identifying issues and implement solutions to complex problems in large scale frontend infrastructure and mobile platforms.

Analyzing and solving difficult problems across the stack.

Bosch.IO
Senior Software Engineer
April 2018 - March 2020 (2 years)
Bulgaria

At Bosch, the role focused on developing enterprise solutions for the energy sector in Germany, specifically for EWE. Utilizing Sencha ExtJS, the position involved creating robust, scalable applications tailored to meet the complex requirements of the energy industry.

The primary responsibilities included designing and implementing sophisticated user interfaces and backend systems that ensured high performance and reliability. The role required close collaboration with stakeholders to understand their needs and translate them into effective technical solutions.

Key projects involved developing advanced data visualization tools, real-time monitoring systems, and comprehensive management dashboards that

provided critical insights and enhanced operational efficiency. The solutions developed contributed to optimizing energy management processes and improving decision-making capabilities for EWE.

Adobe
Development Lead
September 2016 - March 2018 (1 year 7 months)
Dublin, Ireland

At Adobe, the role of Lead Software Engineer focused on leading the development of innovative web applications using modern web technologies, including HTML, CSS, and JavaScript. A key responsibility was working with PhoneGap, Adobe's productized version and ecosystem built on top of Apache Cordova, enabling the creation of cross-platform mobile applications.

The role extensively utilized React and Redux for building dynamic, responsive user interfaces, with Jest and Enzyme employed for rigorous testing to ensure high-quality code. Additionally, React Aria was leveraged to ensure accessibility and improve user experience across applications.

Responsibilities included architecting scalable applications, mentoring team members, and collaborating with cross-functional teams to deliver robust software solutions. The work contributed significantly to enhancing Adobe's product offerings, providing developers with powerful tools to build versatile and accessible applications.

Ontotext
Senior Front End Engineer
September 2007 - September 2016 (9 years 1 month)
Sofia, Sofia City, Bulgaria

At Ontotext, over a span of more than nine years, the role centered on developing complex web applications utilizing a range of advanced web technologies. Key technologies included ES6, HTML5 (with features such as WebSockets, Web Storage, Web Workers, and Canvas), Facelets, Server-Sent Events, and React/Redux.

The position involved architecting and implementing sophisticated web solutions that leveraged modern JavaScript standards and HTML5 capabilities to deliver high-performance, interactive applications. Collaboration with cross-functional teams was essential to integrate diverse functionalities and optimize user experiences.

Soft Innovations
Senior Front End Engineer
August 2003 - August 2007 (4 years 1 month)

Developing .NET based web solutions, using AJAX, XHTML, Javascript, CSS, ASP.NET, etc.

selfemployed
Senior Front End UI/UX and Flash developer
August 2000 - August 2006 (6 years 1 month)

Flash projects for various design agencies from France and USA. Actionscript coding, 3D. Participating in some festivals like OFFF and 3D festival in Bella Center, Copenhagen.

Economedia
UI developer
September 2002 - August 2003 (1 year)

Javascript/PHP and Flash/Director development.

OBS
Java Web Developer
July 2001 - August 2002 (1 year 2 months)

Involved in developing SpiritXChange - Java based wine exchange system.

InterComponentWare AG
Java developer
March 2001 - June 2001 (4 months)

LifeSensor

FIN'IT
Junior Java developer
May 2000 - March 2001 (11 months)

Starting to learn and work with JSPs and Servlets.

InterSpace
Schizoid Architecture
2001 - 2001 (less than a year)

open net.art project

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Education

New Bulgarian University

Bachelor, Informatics · (1994 - 1999)