Krum Georgiev

Code Whisperer

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Ever since I was a kid, software development has been my passion. From BASIC on an Atari 800 to mastering various languages and frameworks, my journey led me to a BSc in Computer Science at New Bulgarian University.

With over 25 years in the industry, I have contributed to major projects at Meta, Bosch, BBC, CNN, Adobe, Google, and more. My expertise lies in frontend technologies, focusing on user experience and innovative solutions. I thrive on tackling challenges and staying at the forefront of tech advancements.

EXPERIENCE

2024-08 - PRESENT

Principal Engineer, AI & Lifecycle
Vercel

As a Principal Engineer at Vercel, I leverage a robust foundation in web technologies to architect, develop, and optimize high-performance web applications that enhance user experience and drive business growth. My role encompasses leading complex engineering initiatives, shaping architectural strategies, and fostering a culture of excellence and innovation within the engineering team.

Architectural Leadership: Spearheading the design and implementation of scalable, resilient, and high-performing web applications.

Technical Strategy: Collaborating with cross-functional teams, including product management and design, to align technical strategies with business objectives and deliver seamless, user-centric solutions.

Mentorship and Development: Providing mentorship and technical guidance to senior engineers, fostering a collaborative and growth-oriented environment. Conducting code reviews and sharing best practices to maintain high standards of code quality.

Continuous Integration and Delivery: Implementing and refining CI/CD pipelines to streamline the development process, reduce time-to-market, and maintain robust, deployable codebases.

Innovation and Research: Staying at the forefront of industry trends and emerging technologies, driving innovation and adopting new tools and methodologies that enhance our technology stack and development processes.

2024-05 - 2024-08

Staff Software Engineer, Edge
Vercel

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.

2021-01 - 2024-05

Senior Software Engineer
Patient21

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.

2020-02 - 2021-01

Principal Engineer, Facebook Reality Labs and Social VR

Meta

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.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.

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

Analyzing and solving difficult problems across the stack.

2018-05 - PRESENT

TC39 member

Ecma International

Part-time, voluntary

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.

2018-03 - 2020-02

Senior Software Engineer

Bosch.IO, Sofia

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.

2017-03 - 2018-03

Development Lead
Adobe, Dublin/Sofia

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.

2015-01 - 2017-06

Mobile Consultant
Newsnetz AG c/o Tamedia AG, Zurich/Sofia

Building the company's mobile publishing services and platform

2007-09 - 2018-01

Senior Front-End Engineer
Ontotext, Sofia

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.

2003-08 - 2007-08

Senior Front-End Engineer
Soft Innovations, Sofia

Complex web solutions based on ASP.NET and JavaScript, Macromedia

2002-09 - 2003-08

Front-End Developer
Economedia, Sofia

Graphic design, Flash MX, Director, HTML, XHTML, JavaScript, ASP.NET

2001-07 - 2002-08

Java Web Developer
Alternative Exchange Technology (OBS, now CSC), Sofia

- Java, IBM WebSphere Server, Visual Age, JSP, XML, DB/2, IBM Application Developer, Toplink, Jakarta Struts
- Developed SpiritXchange - real time stock exchange software for Credit Agricole

2001-03 - 2001-06

Java Web Developer
InterComponentWare AG, Sofia

- Java, XML, XSLT, JSP and Servlet development
- Developed LifeSensor - the main project of InterComponentWare AG

EDUCATION

1994 - 1998

Bachelor of Informatics
New Bulgarian University, Sofia

PROJECTS

2021 - 2024

Shift Planner, Scheduler, Appointment Management System
Patient21

Created a robust tool for managing staff schedules, ensuring optimal resource allocation and operational efficiency.

Simplified staff scheduling processes, reducing administrative overhead and increasing clinic productivity.

Developed a comprehensive calendar scheduler to streamline appointment booking and management for dental clinics.

Enhanced appointment management efficiency, reducing booking errors and improving patient flow.

Implemented an appointment management system to handle bookings, cancellations, and reminders efficiently

Increased appointment adherence rates and reduced no-shows through automated reminders and efficient booking processes.

Improved application performance and maintainability by creating reusable and efficient libraries.

2021 - 2024

Patient-Facing Applications
Patient21

Developed a comprehensive apps for patients to manage their appointments, view medical records, and interact with clinic services.

Improved patient engagement and satisfaction by providing easy access to dental services and information.

2020 - 2021

Scalable Distributed Systems for Facebook Marketing Partners
Meta

Led the development of scalable systems to support high transaction volumes for the Facebook Marketing Partners platform.

Improved system scalability and reliability, ensuring seamless operation during peak loads.

Identified and resolved complex issues in large-scale frontend infrastructure and mobile platforms.

2020 - 2021

Advanced Video Understanding and AI Integration
Meta

Collaborated with Facebook AI Research (FAIR) and AI Infra teams to integrate advanced AI capabilities into video products.

Enhanced video content understanding and processing, leading to improved user engagement and content delivery.

2020

Wongle - an Alphabet Adventure
wongle

A collaboration with Hello Monday. wongle is a different way to learn the letters of the alphabet. It uses your camera and turns everything into a jungle of words and letters - that you need to find. As fast as you can.

GreenSock, WebGL, React Native

2018 - 2020

Applications for the energy sector in Germany (EWE)
Bosch

Smart Meters, Master Data Management, Invoicing, Customer Management, Shell UI to bundle all applications into a single page app suite.

ExtJS, Angular, NgRx, Cypress, Stryker

2017 - 2018

PhoneGap Build
Adobe

Easily create apps using the web technologies you know: HTML, CSS, and JavaScript. PhoneGap is Adobe's productised version and ecosystem on top of Apache Cordova. React/Redux with Jest/Enzyme for testing.

2017

Yeti Smart Home
Netbeast

A journey to empower people's homes to be smarter and take care of them and their loved ones. React Native, Redux, Firebase and lots of pioneering stuff.

2017

Welcome to Hogwarts
Active Theory

A fully interactive WebGL experience which gave users the chance to explore a 3D version of the school for witchcraft and wizardry. A serious mobile js work.

2017

Postmates
Postmates

Based in the US on-demand delivery from every restaurant and store in your city. React/Redux/React Native and some customized middleware, Mocha/Chai for testing and Yarn package manager.

2016 - 2017

TopCoat
Adobe

CSS for clean and fast web apps. React with Flux.

2016

Syria Stories
Apt / Red Cross

Syria Stories is a mobile snap-series from within the var zone in Syria. A project for Apt and the Red Cross, helping these wonderful people with the mobile stuff.

2015 ● **Google Performing Arts**

Stinkdigital / Google Performing Arts

The world's greatest performances come to life in 360°. Collaborative work with Stinkdigital for the mobile version of Google Performing Arts.

2015 ● **Save The Rainforest**

Pol / Apt

The mobile part of the site, built from scratch for ultimate performance.

2015 ● **Penny Skateboard Customiser**

Anypixel

Create a skateboard that's uniquely yours. Pick and choose the colours of your board, right down to the bolts. A hard three.js and vanilla js mobile work.

2014 ● **My Deejo**

Betc Digital

Experience My Deejo: customise your own Deejo knife and tattoo it. WebGL and three.js

SKILLS

LIBRARIES & FRAMEWORKS

Node.js/Deno	Angular
Jest/Enzyme	XState
ExtJS	RxJS
React	Stryker
React Native	PhoneGap
Next.js	Express
Tailwind	Recoil
Karma	GraphQL
Cypress	Prisma
Svelte	NestJS
Supabase	Bun

TOOLS & PLATFORMS

Git	Maven
Gulp	WebStorm
Webpack	Zed
VS Code	Bash
Trello	TeamCity
Firebase	Yarn
Jenkins	npm
Docker	SonarQube
Elastic Stack	Husky
Consul	Turbopack

PROGRAMMING LANGUAGES

Scheme	CSS/SCSS
YAML	TypeScript
HTML	JavaScript
WebAssembly	Erlang
Swift	Rust

DESIGN

Sketch	Prototyping
Illustrator	User testing
Photoshop	Figma

LOVE

BASE jumping

Skydiving

Travelling

Hiking