Daniela Georgieva

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EDUCATION

American University in Bulgaria

Computer Science - CGPA - 3.6

SEP 2021 - MAY 2025

Blaqoevqrad, Bulgaria

COURSEWORK

• Fundamental Data Structures

• Discrete Structures

- C++ Programming
- Java Programming
- C# Programming

- Web Development
- Software Engineering
- Computer Architecture

PROJECTS

Portfolio Website | JS, HTML, CSS

May 2023

• A website application containing information about me as a programmer. Includes JS animations, light and dark mode toggle feature, top of the page button and contact form. Hosted on GitHub Pages.

Multiplayer Pixel Drawing | JS, HTML, CSS, Node.JS, Express, Socket.io

NOV 2022

• A project made for a Resident Assistant Wellness Program. Users can draw one pixel at a time on a 500x500 canvas in any color on the wheel by plotting it on an x-y axis. Website was live on Microsoft Azure Nov 2022 - July 2023.

The Hub AUBG Website | JS, HTML, CSS, GO

DEC 2022

• A website application for The Hub AUBG. It is a collaborative project, worked on by the club's Development department. Its purpose is to store information about the club in its main page and serve as a registration and information point for The Hub's biggest event - HackAUBG 5.0 (the annual hackathon.)

SKILLS

Programming Languages: Java, JavaScript, HTML, CSS, C++

Frameworks/Libraries: ExpressJS, Spring Boot, Socket.io, Fabric.js, React

Technologies: Git, Maven, NodeJS

Languages: Bulgarian(Native), English(Proficient), German(Proficient)

EXTRACURRICULAR

The Hub 🔀

SEP 2021 - PRESENT

Head of Design Department

Blaqoevqrad, Bulgaria

• Led the design campaign for the club's hackathon - HackAUBG 5.0 - by using Illustrator and Photoshop to create brochures, stickers, posters, hoodie designs, leaflets and social media posts, as well as provide visuals for the website.

The Hub 🗷

Developer

SEP 2022 - PRESENT

Blagoevgrad, Bulgaria

• Took part in the development of the club's website by working on the API for the registration page. Worked with GO and MongoDB to create routes, controllers and models for the management of team members who signed up for the hackathon.