

Dennis Angelov

Computer Science Undergraduate @ Northwestern University (224) 209-0232

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SKILLS

C++

HTML/CSS

Javascript

Terraform

Docker

Kubernetes

SQL

Java

Unity (C#)

NodeJS

WORK EXPERIENCE

BMW Technology Corporation (June 2019 – September 2019)

Software Engineering Intern

Used Terraform and Kubernetes to configure Azure and AWS cloud resources to support deployment of github apps

Configured NGINX ingress server to manage and secure inbound traffic into the Kubernetes cluster VMs

Developed github apps using Probot framework to handle auto-merging pull requests and configuring branch protection on new repositories

PROJECTS

AP Spanish Websites : 2018

Created two modern websites, one using Angular 6 and Typescript, and the other using pure HTML/Javascript/CSS. The sites implement photo carousels and parallax scrolling/full page scrolling functionality.

<https://denang1.github.io/Spanish-Website/>

<https://denang1.github.io/Spanish-Website-2/spanish-website>

Unity Horror Game : 2017

Created a 1st person horror game in Unity based off of Slender.

Rock Paper Scissors AI : 2017

Created a website using the Materialize framework for stylistic choices and pure HTML/Javascript/CSS that features a Rock Paper Scissors game with a smart AI.

<https://denang1.github.io/RockPaperScissors/>

Snake Game : 2017

Created a 2-player variation of the game Snake using Java.

