DIMITAR DIMITROV

Radboud University Nijmegen

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EXPERIENCE

Teaching Assistant
Radboud University Nijmegen

📅 Sept 2019 – Now   📍 Nijmegen, The Netherlands

- Helping students with content and assignment-related questions for the courses:
  - Brain-Computer Interfacing
  - Artificial Intelligence: Principles & Techniques
  - Reinforcement Learning
  - Academic & Professional Skills I
  - Academic Skills II

- Grading assignments and exams.
- Creating new assignments and improving existing ones for the Brain-Computer Interfacing course.

Student Mentor
Radboud University Nijmegen

📅 Sept 2019 – Jul 2020   📍 Nijmegen, The Netherlands

- Took part in the Mentoring Programme aimed at helping first-year students with adapting to university life and getting the best out of it.

Customer Service Representative
Sitel

📅 Mar 2018 – Aug 2018   📍 Varna, Bulgaria

- resolving inquiries about orders from customers of major food delivery service
- troubleshooting technical issues and handling requests from restaurant partners of major food delivery service

TECHNICAL SKILLS

- Python, Java, MATLAB, SQL, HTML, CSS, JS, git, Azure Machine Learning and Azure Cognitive Services, Docker, LaTeX
- Machine Learning Libraries (pandas, scikit-learn, scipy, gym, jags, etc.)
- EEG Signal Processing Libraries (mne in python, Signal Processing Toolbox and FieldTrip in MATLAB)

CERTIFICATIONS

- Microsoft Certified: Azure AI Fundamentals

PERSONAL SKILLS

- Fast and resourceful learner
- Capable of explaining/teaching technical knowledge
- Team player, ability to take over the lead when necessary
- Good at brainstorming and iteratively improving on ideas

EDUCATION

MSc Artificial Intelligence
Neurotechnology & Healthcare Track

Radboud University Nijmegen

📅 Sept 2021 – Now

BSc Artificial Intelligence

Radboud University Nijmegen

📅 Sept 2018 – July 2021

PROJECTS

Connect-N

- The classic 4-in-a-row game, no longer bounded to just 4. Developed the AI used by the game when the user is playing solo. Assisted the lead dev with structuring his code according to OOP standards. Published the game on Google Play.
- Tech stack: Unity, C#, git

The Mad Thesis Supervisor

- An interactive text-based Choose Your Own Adventure-style educational game, aimed to verify students' knowledge about building a BCI pipeline for the classification of oscillatory signals.
- Tech stack: HTML, CSS, JS, git, Quest.js, GitHub Pages

VOLUNTEER WORK

CognAC WebC

- Participated in the WebC - the Website Committee of the Study Association of Artificial Intelligence at Radboud University - CognAC as a full stack developer and web designer. During my time in the committee we overhauled the design and completely revamped the website.
- Tech stack: HTML, CSS, JS, FreeMarker, Kotlin, Ktor, Docker

HOBBIES

- Swimming
- Playing adventure and puzzle (co-op) video games.
- Hiking