Lyubomir Lichev

C# Developer

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I am a C# developer with over 4 years’ coding experience including building and maintaining VR, AR and 3D bespoke simulation and training software. I focus on:

* Writing clean, reusable, well-tested and documented code
* Implementing user-centered design
* Incorporating new technologies into my workflow

# Work Experience

## Pennant International Group Plc, Manchester UK – C# Developer, full-time, Manchester

August 2017 – May 2019

Worked within an Agile development process to create and maintain mainly Virtual Reality and simulator training applications. Day to day activities involved stand-up and sprint processes, code reviews, and bug fixing. Predominantly using Unity 3D Game Engine (C#) and Visual Studio. Products required usage of multiple Virtual Reality headsets including Oculus Rift and HTC Vive Pro. Work done included:

* Building and updating components of a multi-client VR paratrooper simulator suite
* Building and maintaining infrastructure and functionality of Network Rail’s Basic Principle Switching simulator
* Building and deployment of an AR application using Vuforia, targeted for UWP, Android and iOS
* Daily usage of development tools such as GitHub Enterprise, Crucible, and Hansoft
* Providing everyday support to Test team
* Working with legacy code to implement new solutions and improve old ones
* Extensive involvement with head of department, project manager, and team on product development and review as part of the stand-up and sprint process

## Greater Manchester Fire and Rescue Service, Manchester UK *–* Trainee Development Analyst, full-time, Manchester

August 2015 - August 2016

Worked in a team of developers to build and maintain custom web solutions for the company using ASP Classic, ASP.NET, SQL, JavaScript, HTML, and CSS.

* Designed, developed, and maintained 3 internal SharePoint sites, used by station managers and officers in the Fire Service, 3 internal web applications using ASP Classic and JavaScript, used by the HR and Accounting departments
* Supplied documentation for all completed projects
* Provided 1st and 2nd line Technical Support to the Service Desk with 100+ resolved issues

## Gameloft Ltd, Sofia, Bulgaria *–* Software Quality Assurance Tester, full-time, Sofia

April 2013 - August 2013

Worked in a team of testers on various mobile games.

* Executed application testing for beta iOS applications GT Racing 2 and Minion Rush with over 100 mil. Downloads combined.
* Managed daily workload for a team of 3 and provided continuous training and support.
* Trained and advised newly joined team members in specifics of processes.

# Education

## BSc (Hons) Computer Science *-* University of Salford, Manchester, UK​ -​ 2:1

SEPTEMBER 2013 - JULY 2017

* Final Year – Final year Project (VR Android game using Unity 3D), Basics of C and C++. Android Studio, Xcode8 and Swift 3 development, Software Quality Management.
* Other languages: Java, C#, HTML, CSS, Bash and other tools.

## A-Level equivalent in English, Bulgarian and Mathematics *–* National Trade and Banking High School, Sofia, Bulgaria​ - eq. AAA

GRADUATED JULY 2013

# Professional Certifications

## ITIL® Foundation Service Management, lifetime certification

# Other things I’ve done

* Virtual Reality Android game, with emphasis on challenging a person’s fear of heights within the safety of a Google Cardboard VR headset.
* Created traffic light simulation using OpenSceneGraph and C++.
* Created a 3D side scroller jump and shoot game as part of university assignments.

# Other Interests

* Endless passion for cinema.
* Passionate and competitive PC gamer, tennis player.
* Other hobbies include photography, art, graphic design, UX design.
* Native Bulgarian speaker, fluent in English, C-level Spanish.

Looking for at least a 3-month contract or permanent work.

**Available to start June 2019**