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# Desislav Hristov

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## Work

### Developer at TOAD London

*November 2014 - Present*

TOAD is a creative agency in the heart of Shoreditch, with a diverse portfolio of projects, ranging from app development to video production and everything in between. Working in such an environment means using a wide selection of tools, allowing me to work with both the trendiest **JavaScript and NodeJS** frameworks and plain old **WordPress**. During my time at TOAD I got into iOS development with **Swift**, creating and shipping two apps that are currently available on the App Store - OnBeat, a clubbing event discovery app, and Goalmouth, a brand new football betting experience.

### Developer Intern at Overleaf (then WriteLaTeX)

*July-September 2014*

Overleaf is an online collaborative platform for scientific writing based on LaTeX. During my time there I worked across a full **Ruby-On-Rails** stack using **Ruby** and the latest **HTML5, CSS3 and JS** technologies at the time. I designed and implemented the referral awards system from the ground up along with other front-end and back-end projects.

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## Education

### Queen Mary University Of London

**2:1 BEng (Hons) Audio Systems Engineering**

*2012 - 2015*

This programme was a link between digital technologies and music, pretty much two of my biggest passions, which is why I chose it. It provided me with a strong programming foundation, with an emphasis on both **group work** and **independent study and research**, along with a firm grasp of **real-time Digital Signals Processing**.

For my final project I designed and implemented a tiny Virtual Analogue synthesiser. Using Vesa Välimäki's PolyBLEP algorithm, Antti Huovilainen's Moog Low-Pass filter model and lots of polynomial approximations, I successfully managed to run it on an

ARM Cortex M4-based STM32F4Discovery board and get it to receive MIDI control signals. You can check out the source code on [github.com/dshr/tinySynth](https://github.com/dshr/tinySynth).

## Saint-Petersburg State University Of Cinema and Television

### Audiovisual Technology

*2008 - 2012*

This was a thorough course into the technology behind moving image and sound. With a strong shift towards analogue cinema, this degree gave me a solid foundation in **engineering mathematics, physics and analogue electronics**.

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## Skills

### Programming

C - advanced

C++ - intermediate

Objective C - intermediate

JavaScript - advanced

Swift - advanced

Ruby / Rails - intermediate

HTML & CSS - advanced

### Languages

English - fluent

Bulgarian, Russian - native

### Other

Adobe Photoshop / Sketch

Git / Mercurial

LaTeX / Markdown

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## Other

Music is a big part of my life. I currently play guitar in a band back and dabble in music production, mixing and mastering my bands tracks for my friends and myself. I also experiment with electronic music and sound design in MaxMSP and Pure Data.

Apart from that, I enjoy going to the odd hackathon or doing a game development challenge.