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 meant using 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.

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.

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.**

Skills

Programming	**Other**
C - advanced	Adobe Photoshop / Sketch
C++ - intermediate	Git / Mercurial
JUCE - intermediate	LaTeX
Objective C - beginner	MarkDown (used it to write this CV)
Pure Data - advanced	
JavaScript - advanced	**Languages**
Swift - advanced	English - fluent
Ruby/Rails - intermediate	Bulgarian - native
HTML & CSS - advanced	Russian - native

Other

Music is a big part of my life. I used to play guitar in a band back in Saint-Petersburg and dabbled in music production, going as far as mixing and mastering one of my band's EPs. Right now I mainly record at home into Ableton Live and play around in Pure Data.

I also enjoy going to the odd hackathon or doing a game development challenge.