Desislav Hristov

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Work

Mobile Developer at Toggl Track

August 2018 — October 2020

Toggl Track is the leading time tracking platform for enterprise and individual clients alike. Working in the mobile team there I got to take part in pushing the envelope of **Xamarin** cross-platform development, along with getting proficient with functional reactive programming (**Rx** is ❤️). Later on I became a part of the dedicated iOS team, working with the latest iOS tech like **SwiftUI** and **Combine**. You can check the Toggl Track mobile app out here.

Developer at TOAD London

November 2014 - August 2018

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 several apps, most notable of which are 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**.

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

C - advanced

C++ - intermediate

Django / Python - intermediate

HTML & CSS - advanced

JavaScript - advanced

Objective C - intermediate

Swift - advanced

Ruby / Rails - intermediate

Languages

English - fluent

Bulgarian, Russian - native

Other

Adobe Photoshop / Sketch

Git / Mercurial

LaTeX / MarkDown

Other

Music is a big part of my life. I currently play in several bands here in St. Petersburg and dabble in music production, mixing and mastering 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.