

Deyan Samardzhiev

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Objective

- I am an initiative and hard-working software developer with practical experience in programming. My aim is to get an entry level position in software development. My main skills are C#, Java, Python and JavaScript.

Experience and Volunteering

PROJECT DEVELOPER | SECONDARY SCHOOL "IVAN VAZOV" | 2014-2015

- I Volunteered to develop an educational video game for programming (Loony's Quest) for my High-School, it features in-game coding and compilation(Link). Developed teamwork and management skills as well as learning Unity, C# and VBScript.

NIGHTLINER | NEWCASTLE S.U. | 2017-

- Developed active listening skills, empathy and patience as well as gained an insight into student welfare.

STUDENT AMBASSADOR ASSISTANT | EDLANTA | 2017-2017

- Assisted Student Ambassadors at recruiting event, developed public speaking skills, thinking on the spot when helping aspiring students and managing time.

Projects

THE MUSIC SCROLLS (LINK)

- The Music Scrolls is an interactive music video game which features real-time guitar playing

PC-BUILDER (LINK)

- PC-Builder is an algorithmic generator of PC builds, depending on the user's choice of price range and intended use. (under development)

Education

NEWCASTLE UNIVERSITY, BSC COMPUTER SCIENCE (SOFTWARE ENGINEERING) 2017-2020

- Modules include: Introduction to java, Software Engineering work ethics and teamwork, Computer Architecture and Mathematics for Computer Science
- 1st Class marks for all modules in the first semester
- Created Hotel Room Booking System as a second project, where I used and better understood concepts like encapsulation, inheritance and polymorphism (20/20 mark)

SECONDARY SCHOOL "IVAN VAZOV", NATURAL SCIENCES AND MATHEMATICS (OVERALL MARK: 5.48/6.0) 2012-2017

- 6/6 in Math
- 6/6 in Programming
- Attended and won various programming competitions: the national Olympiad in informatics, John Atanasov and UK43. From the latter one I won a place in the XIV Summer Research School in Mathematics and Informatics.

XIV SUMMER RESEARCH SCHOOL IN MATHEMATICS AND INFORMATICS 2014

- Attended a variety of lectures for Programming, Artificial Intelligence, Discrete Mathematics, Game Development
- Researched Artificial intelligence in games and designed and presented a Dijkstra pathfinding algorithm as an end project for the Summer School.

Skills & Abilities

PROGRAMMING LANGUAGES

- Java, C#, Python, SQL, C++, JavaScript (jQuery), HTML and VBScript

FRAMEWORKS

- Unity, Django, NetBeans, Eclipse and Visual Basic

OPERATING SYSTEMS

- Windows 10/8/7/XP, Linux (Ubuntu)

VERSION CONTROL

- Git

APPLICATIONS AND OTHERS

- Notepad++, Latex, Jekyll, Markdown, Blender, MySQL Workbench and Anaconda

Extra-Curricular

START-UP ESSENTIALS

- As part of my university's Start-Ups Essentials program I took part in various workshops and networking events to learn more about the nature of start-ups.
- As part of the program I started developing a Transport Booking site. The project is still being developed and I am working together with a postgraduate programmer on it.
- Additionally, I helped colleagues that were interested in developing their own start-ups with technical information.

HALL REPRESENTATIVE

- My duties as a hall rep are, being the voice of my hall, representing fellow students and help running Students' Union.
- Now I am taking a leadership role in creating the welcoming package for next years' students.

References available
upon request.