Edward Manapov

Nottingham - United Kingdom

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I am a Technical Specialist with extensive knowledge of programming and computer theory. I have passion for analysing, diagnosing and solving complex computer problems. Including software, hardware, networking and application functionality. I am keen in expanding my skill set and gaining commercial experience.

Skills Profile

Languages and Scripts: Desktop(C++), .NET(C SHARP), Web(HTML5), DBMS(MySQL) **Comfortable in**: Microsoft Windows, Linux, Visual Studio, phpMyAdmin, Git, Microsoft Office, TeXStudio, Adobe InDesign, Adobe Photoshop, Unreal Engine

Experience

Vocational

Stormsaver Ltd

Personal Assistant

01/2020-02/2020

Stormsaver is the UK market leader in the design and manufacture of rainwater harvesting systems. I was working on a fixed-term contract, alongside the product design engineer on new upcoming updates. Mainly working on the new website using the company's CMS. Attention to detail and speed was a must. Also gained experience on design software like Adobe InDesign and DraftSight by helping update information on technical manuals and data sheets of current products. Assisted colleagues by providing technical support when possible.

Here Technologies

PA/Project Coordinator

02/2014-09/2014

Here Technologies is a company that provides mapping and location data and related services to individuals and companies. My main responsibility was analysing, organizing and importing data using the company's graphical user interface. It was critical to ensure correct data calculation due to some of the company's services being based on data.

Miscellaneous

RoundHouse

General Assistant

04/2019-01/2020

I was responsible for helping the restaurant meet service and profit objectives. Ensuring everyone on the team is aware of upcoming activities and meetings. Also, supervising and helping associates in daily work activities in order to ensure the work is completed in a timely manners.

Hart's

Barista/Bartender

11/2017-05/2019

Hart's is a luxurious fine dining restaurant where attention to detail and professionalism was a must, gained confidence and consistently provided professional, friendly and engaging customer service. Honourably received frequent compliments for going above normal duties.

Prezzo Ltd

Assistant Manager

11/2016-09/2017

Communicating well and being the buffer between happy customers and stressed chefs. Learned how to deal with difficult situations and working well as part of a team. Duties also included completing related accounting and administrative reports as well as ensuring compliance with cash control procedures.

Education

University of Derby

Thessaloniki, Greece(Franchised)

Bachelor of Science in Computer Science

ECDL/ICDL Foundation Certification

2013–2016

Technical High School

Katerini, Greece *2010–2013*

General Certificate of Secondary Education

Vocational Degree in Information Science and Support Services

Katerini. Greece

Microsoft Office Expert, ImageMaker, WebStarter

2008-2010

Languages

Greek: Business fluent

Native

English: Advanced

Certificate of Competency from 'The University of Michigan', State Certificate of

Foreign Language Proficiency 'Autonomous use of English'

Russian: Fluent

2nd Native

Interests and Achievements

Sports: I really enjoy competitive sports, passionate about martial arts and skateboarding. Achieved a black belt in Tae-Kwon-Do.

Travelling: I love it because of breathtaking outdoors, interesting different cultures and lifestyles around the world.

E-Sports: Passionate about computer games, specifically first person shooters. In other words, any games that multiple gamers participating via a network and playing in a shared environment. As a student, I designed and developed my own FPS game map for Unreal Tournament using free components provided by Unreal Engine.

Projects

GUI Framework: An OpenGL Based GUI Framework written in C++.

Reminder Application: A calender application for managing appointments written in C sharp.

Nash Equilibrium: Algorithm in searching of Nash Equilibrium in multi-player games written in C.

Deathbarn: A first-person-shooter game map, designed and built using free components in Unreal Editor

Memo Game: A web-based application using HTML5 technologies and PHP, including database interaction.

Click on project's title for details.