

Experience

<b>Neptronic</b> UI   UX Designer Contract Sept 2021 - March 2023, Montreal	<ul style="list-style-type: none"><li>• Design a cloud device management application by proposing a young and fresh design that prioritizes quality of life and usability using visual design tool Figma and prototyping tools in AdobeXD</li><li>• Offer a color palette that pairs dark and light themes to couple the modernity with the existing brand identity</li><li>• Create a researched and informed design to put forward desired navigation by putting together wireframes and testing with potential customers</li><li>• Work alongside a team of developers to comprehensively analyze the coding possibilities, assess feasibility and ensure adherence to time constraints for the design implementation</li></ul>
<b>DevStack</b> Brand Design Freelance May 2021, Montreal	<ul style="list-style-type: none"><li>• Collaboratively create unique designs, color palettes, and brand personality to best represent the client's vision for their company identity</li></ul>
<b>Summit-Tech Multimedia Comms</b> Software Developer Intern Apr 2020 - May 2020, Montreal	<ul style="list-style-type: none"><li>• Optimize and upkeep UI interface changes in VR applications</li><li>• Contribute to VR application development in Unity Engine</li><li>• Implement essential file management tools using System.IO</li><li>• Upgrade legacy Unity Engine code to newer version of Unity standards</li><li>• Upkeep old code to optimize overall application performance</li></ul>
<b>National Bank</b> Referrals Senior Attendant Contract Apr 2017 - Sept 2017, Montreal	<ul style="list-style-type: none"><li>• Process loan requests and direct them to the relevant internal database</li><li>• Use custom command line queries to search and update existing bank accounts in the database</li><li>• Use proprietary software to create or update client accounts and attach received necessary documents for processing</li></ul>

Education

<b>CONCORDIA UNIVERSITY</b> B.F.-A. Computation Arts 2020 - 2023, Montreal	Specialization in computer related arts, research creation and design including web UI/UX design and web application development, game design and development, 3D production.
<b>McGill</b> Major Software Engineering 2019 - 2020, Montreal	Focus on computer and electrical engineering to solve complex software systems.
<b>Dawson College</b> DEC Computer Science 2016 - 2019, Montreal	Complete software engineering training in full stack development, object oriented programming and scripting languages with foundational practice in database management and system admin management.

Skills

Design	Programming	Proficiency
User research, wireframing, prototyping, user flow, journey mapping, accessibility design, Figma, Adobe XD, Photoshop, Premiere Pro, After Effects, Webflow	HTML, CSS, JavaScript, JQuery, React.js, P5.js, Java, C#, Git, command line version control	Unity, Blender,

Languages

Fluent in English, French and Bulgarian, written and spoken