SIMEON ATANASOV

DATA SCIENTIST

📍 Nijmegen, Netherlands 📱 +359 88 915 2239 ✉ atanasov.simeon3@gmail.com

SUMMARY

Enthusiastic data scientist with strong emphasize on creating accurate predictive models for solving real life problem. Experience in working directly with clients in a variety of industries.

Bachelor of Science (Major) HZ University of Applied Science • Specialization in Data Science	Sep 2023 - Jun 2027
Computing Science (Minor) Radboud University • Specialization in Data Science	Sep 2025 - Feb 2026

PROJECT

Ammonium Predictive model

Description: Predictive model for improving water quality in the Eelde area. We developed a highly accurate machine learning model for the local water plant to detect abnormal ammonium levels. The project was a success, achieving a mean squared error (MSE) of 2.25—meeting the required performance threshold.
Skills: Data Visualization(Tableau, Seaborn), Machine learning(Scikit-learn, numpy, pandas)

RAG Chatbot

Description: A production-stage RAG(Retrieval Augmented Generative) Chatbot system designed to provide extensive, instant, accurate answers by processing and retrieving information from official course materials. This reduces the repetetive question towards the teaching staff of the Business bachelor and provides 24/7 support. My project plan for implementation was selected from competitive pool of proposals.
Skills: Python, Docker, Streamlit, FastAPI, Ollama, Langchain, ChromaDB, ShellScript

Language recognition (Deep learning model)

Description: Predictive model for language classification. We developed a model achieving nearly 97% accuracy on unseen data while keeping overfitting minimal. Created for the Vlissingen Library, this tool streamlines the process of classifying books into their correct language sections.
Skills: Data visualization(Tableau, Seaborn), Deep learning(pandas, matplotlib, numpy, keras, ternserflow)

Green Quest

Description: Application for promoting sustainable and green way of living for people from 18 to 30. Users complete time-limited eco-friendly challenges—like reducing waste or saving energy—to earn coins. These coins are used to buy and grow plants in an interactive digital garden, turning positive habits into lasting impact.. By the end of the project our goal is to inspire lasting behavioral change and build a community committed to environmental sustainability
Skills: Frontend(Svelte), Backend(Express.js), Deployment(Docker), Testing/QA(Jest), API Development, User Authentication(OAuth2)

Framework project

Description: A website for the SV Hello World(student organization within my university), which will be used for managing expenses, promoting student activities and using as communication tool. We developed interactive website suing MVC-pattern having the following main features: different access based on the role in the website; payments with Stripe, Paypal, Apple pay; user authentication and verification. By the end of the project our project fulfiled the expectation of our client and was being used until this day.
Skills: PHP, Laravel, SCSS, Laravel Stripe, Spatie Permissions, Laravel Breeze

Educational game
Description: An intuitive engaging game to teach children from 9-12 about information technologies(more specific Word, Excel, Power point). Created 2D top down MMO game with implement feature for asking and answering questions in-game. By the end of the project our game was voted as the best between 16 others in inschool competition and the idea was being used in the nearby schools.
Skills: Typescript(Backend, Frontend), OOP, Game Development

Additional Skills
Programming Languages: Java, JavaScript
Tools: Git, Tableau, Linux(Ubuntu-based, Debian-based), GitLab
Data Science: Matplotlib, Plotly, NLP