Georgi **Christov**

LEAD IOS AND ANDROID ENGINEER

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"Change is the only constant"

Experience

Monzo Bank (Mobile banking made easy)   *London, United Kingdom*

SENIOR ANDROID ENGINEER   *Jun 2021 - PRESENT*

- Building the best bank account in the world with more than 5.31 million active customers and hundreds more joining every day

Field Margin (Leading start-up in UK farming sector)   *London, United Kingdom*

LEAD ANDROID ENGINEER   *Mar 2017 - Jun 2021*

- Delivering unique and innovative mobile solutions to farmers globally; ensuring top code and design quality by extensive monitor and research into modern best practices in CI automation, sharing multi-platform business logic with Kotlin, dependency injection with Dagger 2, code reviews and mobile architecture patterns MVI, MVP and MVVM

Qumu (Leader in Aragon Research Globe for enterprise video, 2021)   *London, United Kingdom*

LEAD IOS AND ANDROID ENGINEER   *Aug 2014 - Mar 2017*

- Streamlined and optimised Qumu's web enterprise video experience for mobile and TV devices allowing both HLS Live and VOD streaming as well as innovative interactive polls, QnA and comments sections; ensured smooth and seamless mobile team and technology merges during company acquisition periods

Futurist Labs (App agency specializing in MVP development for start-ups and disruptive technologies)   *London, United Kingdom*

CONSULTANT, LEAD IOS AND ANDROID ENGINEER   *Aug 2014 - Sep 2016*

- Established stable long-term client relations by delivering exceptional mobile app experiences in the social, medical, music and gaming sectors; ensured stable initial company structure through CI automation, GitHub source control and competitive analysis of markets

Smart Interactive (E-magazines and enterprise software agency)   *Sofia, Bulgaria*

IOS AND ANDROID ENGINEER   *Jun 2013 - Aug 2014*

- Increased e-magazine subscription purchases by developing a shared content viewer SDK for iOS and Android allowing faster project completion, app customisation and customer acquisition; rolled out MEDImaging Case, a first-of-its-kind social app for educational medical diagnosis

IBM (World leader in innovative products and solutions)   *Greenock, United Kingdom*

ANDROID ENGINEER   *Sep 2012 - Jun 2013*

- Brought IBM's Tivoli Endpoint Manager experience to the Android platform as part of an MSci thesis; ensured app success by close monitor and analysis of user focus groups

IOS ENGINEER INTERN   *Jun 2012 - Sep 2012*

- Created and rolled out IBM's first mobile app for remote controlling PCs from iPads to complement their existing Tivoli Endpoint Manager software

University of Glasgow   *Glasgow, United Kingdom*

TUTOR AT THE SCHOOL OF COMPUTING SCIENCE   *Sep 2011 - May 2012*

- Assisted and provided guidance to first-year students during their computing science lab tutorials

Side Projects

Everlog - Workout Tracker & Planner   *London, United Kingdom*

FOUNDER, IOS AND ANDROID ENGINEER   *Jul 2018 - PRESENT*

- Identified gap in the market for good, versatile and easy-to-use workout tracker for advanced fitness enthusiasts and launched an app attempting to fill it; ensured outstanding user experience by validating initial MVP and providing exceptional customer service to a growing community of over 10 000 users

GraffiTab - Social Network for Digital Artists   *London, United Kingdom*

Founder, iOS and Android Engineer   *Jun 2015 - PRESENT*

- Provided digital artists with an optimised and streamlined drawing experience, like Photoshop, allowing them to collaborate, express and share their art in brand new ways using mobile technologies

TheCodingLove - Slack App for Developer GIFs   *London, United Kingdom*

Partner & Slack App Engineer   *Dec 2019 - PRESENT*

- Created companion Slack app for the growing thecodinglove.com community of over 100 000 users for humorous developer-related GIFs

Skills and Competencies

Technologies

- Proficiency in mobile technologies Kotlin, Swift, Java, Objective-C, dependency injection with Dagger, Android architecture components and patterns, MVI, MVVM, MVP and mobile databases Room, Realm, SQLite
- Commercial experience with Firebase, MongoDB, MySQL and source control tools GitHub, GitLab and Bitbucket
- Extensive knowledge in server-side technologies and architecture, REST APIs, NodeJS, Spring, Vertx, Hibernate, Redis
- Advanced knowledge in interface design and user experience tools Figma, Sketch, Photoshop, Adobe XD

Management

- Ability to create an atmosphere of support around the people that work in the same team
- Excellent deadline and project management with Jira, Asana, Slack, Trello, Airtable
- Strong analytical thinking
- Agile/Scrum experience

Education

University of Glasgow   *Glasgow, United Kingdom*

Masters Degree in Mobile Software Engineering (focus on iOS and Android)   *Sep 2008 - May 2013*

- MSci Thesis: "Introducing the power of enterprise endpoint management to mobile devices"

Honors & Awards

2008   **1st Place**, Novice Computer Programming Contest, University of Glasgow   *Glasgow, UK*

2014   **4th Place**, Nordea Innovation Challenge, Participated in Mobile Challenge Hackathlon   *Stockholm, Sweden*

Publications

Studying Digital Graffiti as a Location-Based Social Network   *ACM CHI 2014 (Toronto, Canada)*

Co-Writer & iOS Engineer of DigiGraff   *2014*

- Explores how users incorporate both utilitarian and playful aspects of location into their social media creation with a two week long study

DigiGraff: considering graffiti as a location based social network   *CHI EA '12, Pages 2591-2596*

Co-Writer & iOS Engineer of DigiGraff   *2012*

- DigiGraff is a social networking app that considers location as a primary rather than secondary aspect of social media and uses virtual sketches as a way of communication and information sharing between users