

Georgi Christov

LEAD IOS AND ANDROID DEVELOPER

London, United Kingdom

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“Change is the only constant”

Experience

Field Margin (Leading start-up in UK farming sector)

London, United Kingdom

LEAD ANDROID DEVELOPER

Mar 2017 - PRESENT

- 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 DEVELOPER

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 DEVELOPER

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 DEVELOPER

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 DEVELOPER

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 DEVELOPER 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 DEVELOPER

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

GraffitiTab - Social Network for Digital Artists

London, United Kingdom

FOUNDER, iOS AND ANDROID DEVELOPER

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 DEVELOPER

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 Hackathon

Stockholm, Sweden

Publications

Studying Digital Graffiti as a Location-Based Social Network

ACM CHI 2014 (Toronto, Canada)

Co-WRITER & iOS DEVELOPER 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 DEVELOPER 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