

Georgi Christov

LEAD MOBILE DEVELOPER · FIELD MARGIN LTD.

London, United Kingdom

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“Change is the only constant”

Education

University of Glasgow

Glasgow, United Kingdom

MASTERS DEGREE IN SCIENCE (MScI), MOBILE SOFTWARE ENGINEERING

Sep 2008 - May 2013

- Awarded winner of the annual Novice Computer Programming Contest, 2009

Experience

Field Margin (Farming Start-up)

London, United Kingdom

LEAD MOBILE DEVELOPER

Mar 2017 - PRESENT

- Android lead, responsible for remaking fieldmargin's app and maintaining top design and user experience quality on both iOS and Android
- Managing team of four
- Directly involved in product decision making and advising on best industry practices for producing clean, testable and reusable solutions

Qumu Corporation (Enterprise Video Platform)

London, United Kingdom

LEAD MOBILE DEVELOPER

Aug 2014 - Mar 2017

- iOS and Android lead, responsible for implementing initial apps for Qumu's video platform
- Managed mobile team in Hyderabad, India
- Live and VOD video technologies including HLS and ffmpeg
- Directly involved in product design and user experience

Futurist Labs (App Agency Start-up)

London, United Kingdom

CONTRACTOR AND MOBILE CONSULTANT

Aug 2014 - Sep 2016

- iOS and Android lead
- Established company structure, GitHub and Bitbucket repositories and project tracking and communication systems (Trello, Slack, Jira)
- Established stable long-term client relations
- App categories - social (Tabex, GetLokal), medical (LarcTest), personal (Phyre, getti), music (Mansions on the Moon), games (Mentalist)

Proxiad (App Agency)

Sofia, Bulgaria

MOBILE DEVELOPER

Jun 2013 - Aug 2014

- Designed and developed iOS and Android apps for the SmartInteractive client
- App categories - medical (MEDImaging Case), games (La Roue de la Vie), e-magazines (SuperBike, Sfera)

IBM (Technology Company)

Greenock, United Kingdom

ANDROID DEVELOPER

Sep 2012 - Jun 2013

- Worked alongside IBM's mobile team during MScI year at university
- Designed and developed Android app allowing Android-powered devices to be remote-controlled from PCs
- Ported and optimised existing Java code to Android and conducted user experiments to evaluate the system as part of MScI research paper

IBM (Technology Company)

Greenock, United Kingdom

IOS INTERN

Jun 2012 - Sep 2012

- Designed and developed iOS app to remote-control PCs from iOS devices
- Ported and optimised existing C code to Objective-C and conducted user experiments to evaluate the system

University of Glasgow

Glasgow, United Kingdom

COMPUTING SCIENCE TUTOR

Sep 2011 - May 2012

- Computing Science lab tutor and demonstrator to freshman students

Main Side Projects

Everlog - Workout Tracker & Planner

London, United Kingdom

FOUNDER

Jul 2018 - PRESENT

- Built and designed Android app from concept to market
- System architect
- Marketing, content & user management

GraffitiTab - Social Network for Digital Artists

London, United Kingdom

FOUNDER

Jun 2015 - PRESENT

- Built and designed Android app from concept to market
- Created mini Photoshop - an optimised digital drawing experience with lower level UI rendering using OpenGL
- System architect
- Marketing, content & user management

TheCodingLove - Slack App for Developer GIFs

London, United Kingdom

PARTNER & SLACK APP DEVELOPER

Dec 2019 - PRESENT

- Created companion Slack app for thecodinglove.com website for humorous developer-related GIFs
- Developed content scraper due to lack of API
- Content & user management

Skills and Competencies

Technology Skills

- Languages - Java, Kotlin, Swift, Objective-C, Javascript
- Mobile technologies - iOS, Android, WearOS, tvOS
- Server-side technologies - NodeJS, Spring, Vertx, Hibernate, Redis, REST APIs
- Database technologies - NoSQL (Mongo + Firebase Firestore), MySQL

Professional Skills

- Teamwork and leadership
- Deadline and project management
- Interface Design and User Experience
- Project management tools - Jira, Slack, Trello, Asana
- Source management tools - Github, Gitlab, Bitbucket

Publications

Studying Digital Graffiti as a Location-Based Social Network

University of Glasgow

Co-WRITER & MOBILE DEVELOPER OF DIGI GRAFF

2014

- Explores how users incorporate both utilitarian and playful aspects of location into their social media creation with a two week long study
- In proceedings of ACM CHI 2014 (Toronto, Canada) ACM Press (2014)

DigiGraff: considering graffiti as a location based social network

University of Glasgow

Co-WRITER & MOBILE DEVELOPER OF DIGI GRAFF

2012

- DigiGraff is a social networking app that considers location as a primary rather than secondary aspect of social media and uses virtual sketches (or graffiti) as a way of communication and information sharing between users
- Proceeding CHI EA '12 CHI '12 Extended Abstracts on Human Factors in Computing Systems Pages 2591-2596

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