

Georgi A. Christov

LEAD MOBILE DEVELOPER · FIELD MARGIN LTD

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"My belief is stronger than your doubt."

Education

University of Glasgow

MScI IN MOBILE SOFTWARE ENGINEERING

- Received award for Best Novice Computer Program competition.

Glasgow, United Kingdom

Sep. 2008 - May. 2013

30th School "Miladinovi Brothers"

DEGREE OF SECONDARY EDUCATION

Sofia, Bulgaria

Sep. 2004 - Jun. 2008

Experience

Field Margin Ltd.

LEAD MOBILE DEVELOPER

- Lead Android Developer, responsible for the initial redesign of the fieldmargin app as well as maintaining top user experience on both iOS and Android platforms.
- Managing the Android team.
- Involved in the product decision making process as well as advising on best industry practices for producing clean, testable and reusable solutions.

London, United Kingdom

Mar. 2017 - PRESENT

Qumu Corporation

LEAD MOBILE DEVELOPER

- Lead mobile developer on implementing the first iOS and Android apps for the platform.
- Mobile design consultant for the new version of the Qumu platform. Worked closely with our team in Hyderabad on re-implementing both apps.
- Involved in the overall product design.

London, United Kingdom

Aug. 2014 - Mar. 2017

Futurist Labs (Start-up company)

CONTRACTOR AND MOBILE CONSULTANT

- Lead mobile developer for the initial apps for the Futurist Labs start-up. Worked on various projects, ranging from social (Tabex, GetLokal), medical (LarcTest), personal (Phyre, getti), music (Mansions on the Moon) and games (Mentalist).
- Taken part in establishing company structure, GitHub and Bitbucket repositories and project tracking and communication systems (Trello, Slack, Jira).
- Taken part in establishing stable long-term client relations.

London, United Kingdom

Aug. 2014 - Sep. 2016

Proxiad

MOBILE DEVELOPER

- Involved in the design and development for mobile applications (iOS and Android) for our SmartInteractive client.
- Worked on projects in various fields such as medicine (MEDImaging Case), games (La Roue de la Vie) and electronic magazines (SuperBike, Sfera).

Sofia, Bulgaria

Jun. 2013 - Aug. 2014

IBM

ANDROID DEVELOPER

- Worked alongside the IBM mobile team during my MScI year at university.
- Developed an Android application which allowed an Android-powered device to be controlled from a PC. The application involved porting existing Java code for Android, designing and implementing the application and conducting a user experiment to evaluate the system.

Greenock, United Kingdom

Sep. 2012 - Jun. 2013

IBM

IOS DEVELOPER INTERN

- Summer internship with IBM. Developed an iOS app to control a PC from an iOS device. This was part of IBM's Tivoli Endpoint Manager project and involved porting source from C to Objective-C, designing and implementing the iOS app and interface and evaluating the system.

Greenock, United Kingdom

Jun. 2012 - Sep. 2012

Skills and Competencies

Computer Skills

EXTENSIVE KNOWLEDGE OF:

- Java, Kotlin
- Swift programming language
- Objective-C
- Mobile operating system environments (iOS and Android)
- Server-side environments and technologies (Spring, Vertx, Hibernate, Liquidbase, Redis, REST APIs)
- Database technologies (MongoDB, MySQL, SQL)

Professional Skills

EXTENSIVE EXPERIENCE IN:

- Project management tools (Jira, Trello, Asana, Slack)
- Teamwork and leadership
- Interface Design and User Experience
- Deadline and project management

Extracurricular Activity

GraffitiTab (Social Network for Artists)

London, United Kingdom

FOUNDER & MOBILE SOFTWARE DEVELOPER AT 2016

Jun. 2015 - PRESENT

- Took part in the architecture and implementation of the server for the platform.
- Designed and developed the iOS and Android apps.
- Heavily involved in the establishment of the platform infrastructure.

MassAlert (Global Alert System by Futurist Labs)

London, United Kingdom

PARTNER & MOBILE SOFTWARE DEVELOPER AT 2016

Jun. 2015 - PRESENT

- Involved in the ongoing design and implementation of the iOS and Android apps and platform infrastructure.

Honors & Awards

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

Glasgow, UK

2014 **4th Place**, Nordea Innovation Challenge, Participated in the Mobile Challenge Hackathon

Stockholm, Sweden

Publications

Studying Digital Graffiti as a Location-Based Social Network

University of Glasgow

CO-WRITER & MOBILE DEVELOPER OF DIGI GRAFF

2014

- In proceedings of ACM CHI 2014 (Toronto, Canada) ACM Press (2014)
- Second paper published on the topic of geo-tagged social media. Here we explore even further how users incorporated 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

University of Glasgow

CO-WRITER & MOBILE DEVELOPER OF DIGI GRAFF

2012

- Proceeding CHI EA '12 CHI '12 Extended Abstracts on Human Factors in Computing Systems Pages 2591-2596
- DigiGraff is a social networking application 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.