Georgi A. **Christov**

MOBILE SOFTWARE ENGINEER · QUMU LTD

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"My belief is stronger than your doubt."

Education

University of Glasgow   *Glasgow, United Kingdom*

MSCI IN MOBILE SOFTWARE ENGINEERING   *Sep. 2008 - May. 2013*

- Received award for Best Novice Computer Program competition.

30th School "Miladinovi Brothers"   *Sofia, Bulgaria*

DEGREE OF SECONDARY EDUCATION   *Sep. 2004 - Jun. 2008*

- Studied History and German language.

Experience

Field Margin Ltd.   *London, United Kingdom*

LEAD MOBILE DEVELOPER   *Mar. 2017 - PRESENT*

- 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.

Qumu Corporation   *London, United Kingdom*

MOBILE DEVELOPER   *Aug. 2014 - Mar. 2017*

- Lead mobile engineer 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.

Futurist Labs (Start-up company)   *London, United Kingdom*

CONTRACTOR AND MOBILE CONSULTANT   *Aug. 2014 - Sep. 2016*

- 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.

Proxiad   *Sofia, Bulgaria*

MOBILE DEVELOPER   *Jun. 2013 - Aug. 2014*

- 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).

IBM   *Greenock, United Kingdom*

ANDROID DEVELOPER   *Sep. 2012 - Jun. 2013*

- 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.

IBM   *Greenock, United Kingdom*

iOS Developer Intern   *Jun. 2012 - Sep. 2012*

- 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.

Skills and Competencies

Computer Skills

Extensive knowledge of:

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

GraffiTab (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 DigiGraff   *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 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 DigiGraff   *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.