Georgi **Christov**

LEAD MOBILE DEVELOPER · FIELD MARGIN LTD.

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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

GraffiTab - 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 DigiGraff   *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 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 (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 Hackathlon	*Stockholm, Sweden*