

# GEORGI SHOPOV

Sofia, Bulgaria

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## PROFILE

Seasoned software engineer with a passion for learning and over 10 years of experience in multi-platform desktop application development for a software-as-a-service multinational company.

## TECHNICAL SKILLS

Computer languages: C/C++, JavaScript/TypeScript, Python.

Operating Systems: Linux, macOS, Windows.

Platforms: Electron, Win32, Cocoa, Node.js, Web/HTML5, React.

Tools: Git, Visual Studio Code, Visual Studio IDE, Xcode, Confluence, Jira, GitHub, Jenkins, Splunk.

Spoken languages: Bulgarian (Native), English (Fluent).

## EXPERIENCE AND SAMPLE PROJECTS

Staff Software Engineer, LogMeIn, Santa Barbara, CA – 2017-2021

PROJECT: GoToMeeting Crash Reporting. Implemented the support to collect and upload crash dump files of the macOS and Windows clients, along with an ecosystem of Python scripts for fetching, analyzing, and summarizing the data. The project enabled the retirement of an unreliable legacy crash tracking system. The implementation involved C++ and Python and was integrated into Jenkins.

PROJECT: GoToMeeting Classic. Implemented the desktop app RPC to REST client transition. The challenge of the task involved designing and implementing the feature behind a flag such that the desktop client and backend services remain on independent release cycles. The implementation was done in C++ for both macOS and Windows clients. Close cross-team collaboration with the backend team in Germany was required.

PROJECT: GoTo Opener. Implemented the support for web join of the GoTo client. The challenge of the task involved designing and implementing changes to multiple modules to support intricate join flows targeted for a controlled rollout of the new GoTo client. The implementation was done in C++, Cocoa, and TypeScript for Electron. Close cross-team collaboration with the launcher team in Germany was required.

PROJECT: GoTo install statistics. Implemented an Electron plugin to collect install statistics for Windows-based GoToMeeting Classic and GoTo clients and report them in Splunk. The feature provided data points to rationalize the investments in supporting various join flows during the rollout of the new GoTo client. The implementation involved C++ and TypeScript for Electron.

Staff Software Engineer, Citrix Online, Santa Barbara, CA – 2007-2017

PROJECT: GoToMeeting Messenger. Implemented the bridging layer between the C# app and the C++ business logic layer. The challenge of the task involved designing and implementing an object identity policy to keep track of objects in different runtimes. The implementation was done in C++ and C# for the Windows client.

## EXPERIENCE (CONT.)

Senior Software Engineer, Eon Technologies, Sofia, Bulgaria – 2005-2007

Senior Software Engineer, GMP Soft, Sofia, Bulgaria – 2002-2005

Software Engineer, Web Messenger, Sofia, Bulgaria – 2001-2002

Software Engineer, ACSTRE, Sofia, Bulgaria – 1999-2000

## EDUCATION

Technical University of Sofia, Sofia, Bulgaria – Master of Science (MS), 1999

Technology School Electronic Systems (TUES), Sofia, Bulgaria – Software Programming, 1994

## DEVELOPMENT AND INTERESTS

My most recent development and interest areas have been Golang, web app development with React, mobile app development with Android/Compose, and machine learning and data mining with Python.

## PASSIONS AND PASTTIMES

I am an avid snowboarder, and a fitness and martial arts enthusiast.