

Hristo Sandev *Software Engineer/Developer*

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🎓 EDUCATION

BSc Computer Science

McGill University

- GPA: 4.0

- Relevant Courses: Algorithms, Data Structures, Software Design, Applied Machine Learning, Concurrent Programming, Databases, Operating Systems

09/2022 – 04/2026

Montreal, Canada

💼 PROFESSIONAL EXPERIENCE

Shopify

Software Developer Intern

- Resolved a dozen critical bugs, **enhancing the checkout experience** for **millions** of users.
- Executed a comprehensive refactor of address geocoding, prediction, and validation logic, **significantly improving** the **developer experience**.
- Enhanced an existing internal address-related service by making it multi-regional, resulting in **substantial latency reductions** for users in Europe and Asia.
- Implemented and optimized logging for GraphQL endpoints, **facilitating** the **identification of performance bottlenecks** in address-related processes.
- Established a robust database pipeline and optimized indexing for internal address-related data, leading to **drastically enhanced** user checkout experience in the United States.

05/2025 – 08/2025

Ploomber

Software Developer Intern

- Full-Stack development with **AWS, React, FastAPI, Postgres**
- Streamlined the deployment process for data science Python frameworks, helped users launch **over 100 applications**
- Developed a pleasing graphical and intuitive user interface that contributed to a **2x improvement in user retention and conversion metrics**

07/2024 – 11/2024

Flojoy

Software Developer Intern

- Full-Stack development with **React/TypeScript, FastAPI, Langchain**
- **Accelerated \$1M+ seed funding** by delivering high-impact product demos and rapid prototypes
- Leveraged LangChain to design and build a **AI-Generated test sequencing system**.

05/2023 – 03/2024

CAE

Software Developer Intern

- Full-Stack development with **Angular, Golang, VMWare**
- Virtualized flight simulators, transitioning from bundleware to virtualization, **halving the production cost for a simulator**.

01/2023 – 04/2023

Ciena

Software Developer Intern

- Helped to build and design an algorithm to perform path-finding in a distributed network using **Golang**

06/2021 – 07/2022

📁 PROJECTS

Compiler

Compiles a subset of C with OOP features to MIPS assembly. Features various optimizations such as graph colouring register allocation. Built in Java

Quarto Now

Web application that allows you to generate a turn-based game with your custom rules, and send the link to play with your friend. Made with Typescript/React VITE, Golang, Python, LangChain

Single Directory File System

Basic Unix-like file system using i-nodes for file management and storage allocation. Made with C

Personal Website

Synced with this PDF resume. Made with React, Tailwind CSS, Shadcn, FastAPI and MongoDB

🏆 AWARDS

Major Renewable Undergraduate Scholarship & Emily Ross Crawford Scholarship

McGill University

Scholarships awarded for exceptional academic excellence, recognizing the student as one of the top performers in their cohort

🧠 SKILLS

Python — FastAPI, Pydantic

Typescript/Javascript — React

Database — PostgreSQL, Redis, MongoDB

Golang — Gin

Java

C

OCaml

DevOps — Docker, GitHub Actions