KALOYAN DIMITROV

STUDENT @CITY, UNIVERSITY OF LODON

CONTACT

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PROFILE

I am a 24-year-old Computer Science student, My origins derive from Bulgaria but since 2016 I have been living, working, and studying in the UK. The values that guide me are reliability, integrity and sustainable development. My mission is to contribute to the technology sector by enriching people's lives with original and memorable experiences.

SKILLS

Teamwork, Problem-solving, Flexibility, Creativity, Customer orientation, Hardworking

PROJECTS

ADVENTURES OF THE MAGUS - COURSEWORK PROJECT

JAN 2020 - MAR 2020

- Implemented 50+ Classes by using Java to develop a 2D game.
- Developed 3+ levels implemented as subclasses of a common class to achieve significant differences between levels.
- Created a graphical user interface such as health, mana, score, used special graphics (e.g. progress bars) by using sophisticated coding
- Designed a finite state machine for Enemies to achieve a basic AI system..

MOUNLI'S ROCKSHOP - COURSEWORK PROJECT

JAN 2020 - MAR 2020

- Produced a web application with an HTML and PHP interface.
- Used CSS to apply differentiated designs for different media types.
- Created responsive behaviour using media queries and CSS libraries
- Made client-side validation checks: styling and informative messages
- Added JS functionality for calendar
- Database writes and reads
- Password encryption
- Server-side validation and sanitisation of data
- Escaping data output

EDUCATION

BACHELOR OF SCIENCE, COMPUTER SCIENCE

CITY, UNIVERSITY OF LONDON | 2019 - 2022

- YEAR 2 GRADE: TBA
  - RELEVANT COURSEWORK IN OBJECT-ORIENTED ANALYSIS AND DESIGN, DATA STRUCTURES AND ALGORITHMS, C++, COMPUTER NETWORKS, TEAM PROJECT, GAME TECHNOLOGY
  - TECHNICAL SKILLS: C++, UML

- YEAR 1 GRADE: 2: 1 - 67.66%
  - RELEVANT COURSEWORK: ALGORITHMS, DATA STRUCTURES, DATA MODELLING, OBJECT-ORIENTED PROGRAMMING, CPU SCHEDULING, 2D COMPUTER GAME, WEBSITE.
  - TECHNICAL SKILLS: JAVA, MYSQL, HTML, CSS ,JAVASCRIPT, PHP, JQUERRY, BOOTSTRAP, BASH/SHELL, MICROSOFT OFFICE.

ACADEMIC IELTS

WIMBLEDON SCHOOL OF ENGLISH | OCT 2018

- RELEVANT COURSEWORK: LISTENING, READING, WRITING, SPEAKING
- EQUIVALENT: A-LEVELS

BTEC LEVEL 3 - BUSINES INFORMATICS

VOCATIONAL SCHOOL *"SIMEON VELIKI" | SEP 2011 - MAY 2015

- FRAMEWORK LEVELS: RQF LEVEL 3, SCQF LEVEL 6, CQFW LEVEL 3
- EQUIVALENT: A-LEVELS
- TECHNICAL SKILLS: C++, MS OFFICE

EXPERIENCE

TECHNOLOGY INTERN

BRIGHT NETWORK | 14 DEC 2020

- TBA

TECHNOLOGY INTERN

BRIGHT NETWORK | JUNE 2020 - JULY 2020

- Acting as a Product Manager for a large UK Bank I was asked to plan the release of Facial Verification into the customer banking app sign-in process.
- Core Deliverables: Project summary, User story summary, Project management plan, Communications plan.

SOFTWARE ENGINEER INTERN

FORAGE | MAY 2020 - MAY 2020

- Assist with some developers to visualize and add a chart to the trader's dashboard using Python and Git.
- Fixed broken typescript files in the repository to make the web application output correctly.
- Modified typescript files to make the web application behave correctly.

SUPERVISOR

LAKEHOUSE | AUG 2017 - SEP 2018

- Preparing and presenting site inductions, safety briefings and toolbox talks.
- Planned and coordinated construction activities on daily basis.
- Ensured Health and Safety standards on site and welfare are met.

ACHIEVEMENTS

SUMMER INTERNSHIP CERTIFICATE

BRIGHT NETWORK | 3 JUL 2020 - PRESENT

SUMMER INTERNSHIP CERTIFICATE

FORAGE | 23 MAY 2020 - PRESENT

CERTIFICATE OF VOCATIONAL EDUCATION (BUSINESS INFORMATICS SPECIALIST)

VOCATIONAL SCHOOL "SIMEON VELIKI" | MAY 2015 - PRESENT

HOBBIES & INTERESTS

- Team sports – (volleyball, basketball, tennis.)
- Solo sports – (swimming, jogging, walking.)
- Reading – (Comics, Horror, Sci-Fi.)
- Building things – (Construction related.)