

Andrey Slavchev Kotlarski

Curriculum Vitae

Personal Data

born Vidin, Bulgaria, 19 December 1983
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Work Experience

(I.2019) Principal software engineer
Senior programmer
VIII.2017–now **Pros Inc, Sofia**
Building airline merchandising platform back-end. Performance, memory and logic optimizations. Controlling large data storage and access layers.
Technologies and programming languages involved:
C++ · Common Lisp · Emacs Lisp · Bash scripting
STL · **Boost** · JSON · XML
Tokyo Cabinet · MongoDB · MySQL

(VI.2013) Senior programmer
Programmer
III.2011–VII.2017 **Vayant Travel Technologies, Sofia**
Programming high-performance search engine framework for exploring cheapest and most convenient fare tariffs and flight combinations.
Performance, memory and logic optimizations. Controlling large data storage and access layers. Large code refactoring and generation automation.
Technologies and programming languages involved:
C++ · Common Lisp · Emacs Lisp · Bash scripting · Python
STL · **Boost** · JSON · XML
Tokyo Cabinet · MongoDB · HyperDex · MySQL

(VI.2008) Senior programmer
Programmer
IV.2006–I.2009 **Ibis Business Solutions, Sofia**
Programming toolchain for quickly building sophisticated ERP systems.
Technologies and programming languages involved:
ASP.NET · Visual Basic 6.0 · .NET Framework · ADO.NET · IIS
Sybase · Microsoft SQL Server · HTML · CSS
C# · Visual Basic · Transact-SQL · JavaScript · VBScript

Education

University
X.2007–unfinished **“St.Kliment Ohridski” University, Sofia**
Master of Artificial Intelligence

X.2002–IX.2006 **“St.Kliment Ohridski” University, Sofia**
Bachelor of Informatics

High school IX.1997–VI.2002 PMG “*Ekzarh Antim I*”, Vidin
 Math profile
 3rd place at XXI Winter Mathematics Festivals, Pleven 2002
 Special prize at Romanian National Mathematics Contest “Gheorghe Țițeica”,
 Călimănești-Căciulata 2000
 3rd place at III International Youth Chess Tournament, Sofia 1999

Primary education IX.1990–VI.1997 SOU “*Hristo Botev*”, Vidin
 English profile

Free/Libre/Open Source Software Projects

Author and maintainer I.2013–now VLF
 GNU Emacs extension which allows seamless operation over multiple huge
 files at once

Author and maintainer IX.2018–now FDBQ
 Fast and extensible SQL-like query engine over fixed-field-length DBs

Author and maintainer V.2014–now eww-lnum
 Extension to the Emacs browser eww that adds *conkeror* like functionality

Author 2009–2011 neuroGrape
 Modification of the Grapefruit chess engine which uses feedforward
 backpropagation neural network as evaluation function and learning while
 playing; tools to train and evaluate such networks offline

Author 2009–2010 clips-chess
 CLIPS expert system for playing king+rook vs king chess endgame

Programming Languages

Most comfortable Common Lisp · Emacs Lisp

Also worked with C++ · C# · Visual Basic · Transact-SQL · JavaScript · VBScript
 CLIPS · Clojure · Bash scripting · L^AT_EX · Prolog · Python
 BASIC · R

Read a book or two about Scheme · Oz · Shen · Haskell · Mercury · Java · Logo

Programming Tools

Operating systems GNU/Linux (preferred) · Microsoft Windows · FreeBSD

IDEs, editors, debuggers GNU Emacs · GNU Debugger · Valgrind · Strace
 Microsoft Visual Studio 6.0/2003/2005 · Qt Creator · Protégé

Databases alike Sybase · Microsoft SQL Server · MySQL
 Tokyo Cabinet · MongoDB · HyperDex

Version control Git · Apache Subversion · Visual SourceSafe

Additional Information

<i>Languages</i>	BULGARIAN · Mother tongue
	ENGLISH · Fluent
	RUSSIAN · Basic
<i>Driving license</i>	Yes
<i>Active driver</i>	No, cycling is better
<i>Interests</i>	Artificial General Intelligence · Metaprogramming · Emacs Computer Chess · Origami

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