

Andrey Slavchev Kotlarski

Curriculum Vitae

Personal Data

born Vidin, Bulgaria, 19 December 1983
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Work Experience

Senior programmer VIII.2017–now **Pros Inc**, Sofia
Building airline merchandising platform back-end. Technologies and programming languages involved:
C++ · Common Lisp · Emacs Lisp · Bash scripting
STL · **Boost** · JSON · XML
Tokyo Cabinet · MongoDB · MySQL

Senior 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. Technologies and programming languages involved:
C++ · Common Lisp · Emacs Lisp · Bash scripting · Python
STL · **Boost** · JSON · XML
Tokyo Cabinet · MongoDB · HyperDex · MySQL

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

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

Free/Libre/Open Source Software Projects

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

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

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

2009–2011 **neuroGrape**
 Author 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

2009–2010 **clips-chess**
 Author 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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