

Martin Petrov

Contact

- 513 E Street, Davis 95616
- +1(310)-916-3283
- mlpetrov@ucdavis.edu
- ~/in/martin-petrov-5062aa160/

Proficient

- Javascript, HTML, CSS
- NodeJs
- VueJs
- C, C#, C++
- .NET Core
- Linux
- Python
- Git
- SQL
- Docker

Familiar

- React
- Java
- JQuery
- Golang

Soft Skills

- Teamwork & Cooperation
- Detail Oriented
- Program Design Patterns
- Visual Design

Education

- University of California, Davis
- Computer Science Major
- Tech Management Minor
- 3.3 Overall GPA
- 3.5 Upper Division GPA

Computer Science undergraduate with comprehensive full stack experience and a strong foundation in math and logic. Seeking to utilize my skills at a company that can help me mature as a software engineer.

Experience

Virtual Reality Intern 6/18 - 8/18

- Worked with STX Entertainment to design an application and custom camera setup that would allow directors to view the virtual reality content they were creating in real time in a virtual reality environment

Recent Projects

Secure Password Manager 4/20 - 10/20

- Oversaw the development of a unique password management system that allows users to securely enter their credentials from a computer, regardless of any malware on it
- Developed a microservice architecture backend consisting of a handful of services written in .NET Core and Node JS
- Used Docker Compose to containerize and synchronize all microservices to allow other developers to run the backend with 1 command
- Set up scheduled API endpoint testing using Postman to help find bugs
- Created a browser extension to communicate with our backend using vanilla JS
- Worked with others on the React Native app
- Contributed over 10,000 lines of code, and documented all API endpoints for the backend.

Homework Help Web Scraper 12/19

- Built a web app that allows users to find solutions to homework or practice problems that are hidden behind the paywalls of Chegg.com
- Used .NET Core to create a backend that can scrape Chegg.com in real time and return the solutions to the client.

Restaurant Tinder 7/19 - 8/19

- Created a web app that allows a group of friends to decide on what nearby restaurant to eat at based on their current location
- Wrote a backend using Node JS that could host multiple game rooms and synchronize game state amongst users within a room.
- Used Vuejs to create a simple and aesthetic front end that works well across all devices

Home Server 9/17-10/20

- Maintain a personal linux server running Ubuntu Server
- Configured a small raid-z volume to store all critical data
- Set up Nginx and multiple Docker virtual networks to be able to properly reroute requests made for certain subdomains to their proper containers
- Used to host all personal projects, as well as around a dozen other popular open source services

Asteroids Recreation 7/19 - 8/19

- Helped recreate the game Asteroids on Android in Java using Android Studio
- Integrated several object-oriented design patterns to clean up the codebase