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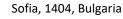
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MIHAIL GABEROV



EMPLOYMENT

Lead Software Engineer

Playtech, Bulgaria

Nov 2019 - present

- Main achievements/milestones: •Updated and configured the setup and the build processes of the project via latest Webpack version – it was version 2.x when joined the company, updated it to 4.x. • Implemented new login page to be used internally or externally (by other licensees), which brought fresh and modern look, and positive feedback. • Implemented new Cash Out functionality, which increases player's engagement by appx 30%. •Participated in building new Scheduled tournaments functionality, which are proved to bring more than 300% increase of revenue from current and new players.
- Developing and maintaining new generation Porker web client (ReactJS & TypeScript)
- Providing guidance and support to other tech members
- Staying up to speed with the discipline best practices, new technologies, recurring problems
- Sharing insights with interested tech members CoP meetings, workshops, presentations
- Defining and proving practices before implementation standards, patterns, processes, technologies
- Contributing to new deliveries to ensure the practices are followed
- Contributing to the continuous improvement of existing products (with architecture)

Principal JavaScript

Developer

William Hill. Gibraltar

Jun 2019 - Nov 2019

- Providing guidance and support to other tech members co-located with delivery teams
- Staying up to speed with the discipline best practices, new technologies, recurring problems
- · Sharing insights with interested tech members CoP meetings, workshops, presentations
- Defining and proving practices before implementation standards, patterns, processes, technologies
- Contributing to upcoming deliveries going through Ideas To Concept process
- Contributing to new deliveries to ensure the practices are followed
- Recruitment tech interviews, guidelines, exercises to be used for variety of engineering challenges
- Contributing to the continuous improvement of existing products (with architecture)

Lead Software Engineer

Epam Systems, Switzerland

Jan 2018 - May 2019

UBS E-Banking

- · Implemented new Onboarding Wizard tool, used by new customers (or existing ones which use e-banking features explained in the wizard).
- Implemented an internal Node.js based tool which allowed all front-end developers to run test their code against real environments, but locally, thus with more relevant data. It reduces time spent for testing with more than 75% and the misalignment between the different teams was taken to minimum.
- · Participated in last phase of implementation and releasing, from front-end side, of new electronic agreements platform, used in UBS E-banking.
- Created and performed internal trainings (<u>presentations, workshops</u>), front end related.

Senior Front-End Developer

Ciklum, Spain

July 2016 - Jan 2018

Lottoland - Online Lottery provider

- · Created front-end community company-wise (with the support of the development manager). Promoted to lead the front-end community in Spring 2017; supervised 6-8 front-end developers.
- Implemented new responsive web design of the main company website marketing area (magazine

pages, campaigns pages, different lottery ads pages).

· Created and performed internal trainings (presentations, workshops), front end related.

Front-End Developer, consultant

Betsson Group, Malta

June 2015 - July 2016

- Implemented and released successfully new generation online gambling Sportsbook application. Released in the end of 2015.
- Promoted to extend consultant period for another 6 months.

Senior Front-End Developer

Cayetano Gaming, Bulgaria

Aug 2014 - June 2015

Subsidiary of Paddy Power

- Implemented a social betting game "Paddy Power Social", meant to be used in Facebook (never released due to legal restrictions).
- Implemented an online football betting game called "<u>Last Man Standing</u>" (season Sprint 2015).
- Promoted to Senior Front-End Developer in Dec 2014.

Front-End Developer

Isobar, Bulgaria

Feb 2013 - Aug 2014

- Implemented and released successfully first version of a next generation decision intelligence SPA -DynamicAction®.
- Implemented color choosing widget, used in the shopping basket page of UK retail chain House of Fraser website.

Web Applications Developer

Questers, Bulgaria

Jan 2012 - Feb 2013

Team Landmark Information

Group

- Implemented new front end of "Promap" digital mapping software.
- Created variety of internal company tools that helped team's daily work.
- Created multiple "How to" guides for using newly created tools/applications.
- Created multiple reports/resumes of researches done for a specific project or technology.

Flash Developer

Playtech Bulgaria

Aug 2009 – Jan 2012

- Implemented new Bingo Flash client application (never released due to acquiring another bingo company - Virtue Fusion).
- Implemented and maintained Poker Flash client application.

Web Developer

Security Solutions Institute

Sep 2008 – Aug 2009

- Implemented Flash application used for showing statistic data of a medical device used for heart rate tracking.
- Implemented company website with custom CMS (content management system).

Web Developer

TOG BG

May 2007 - Sep 2008

Subsidiary of OK1 UK Ltd.

- Implemented and maintained 17 online jewelry selling websites.
- Managed and test small company projects, dealt with clients and other team members.

EDUCATION

Sofia, Bulgaria

New Bulgarian University Technical University of Sofia Fall 2010 - July 2012 Fall 2003 – July 2008

- M.S.E. in Software technologies in Internet, specialization in Design and Development, July 2012
- B.S.E. in Automation, Information and Control Equipment, department of Systems and Control, July 2008.
- · Master thesis: Online game "Bingo" (JavaScript based game with administration panel build with React).
- Bachelor thesis: Magnetic levitation system management (university lab project).

- · Major: "Business Administration"
- Merit scholarship
- Award for excellent results in education

TECHNICAL EXPERIENCE

Projects

- <u>Chat app</u> (2019). Chat SPA. React, TypeScript, Redux, Express.js with Socket.io, SASS (styled-components),
 Jest, Enzyme
- mihail-gaberov.eu (2019). Personal blog. React, Gatsbyjs, CSS, CircleCl with AWS
- The Poppals (2018). Presentational website. React, Redux, CSS (SASS, styled-components)
- <u>Media gallery</u> (2017). Media gallery application showing pictures and video clips, loaded from Flickr via FlickAPI. React, Redux, CSS (SASS)
- Rock, Paper, Scissors (2017). React based implementation of the classic game Rock Paper Scissors. React,
 Redux
- Sportsbook app (2017). Proof of concept for mobile sports betting application. AngularJS, HTML, CSS (SASS)
- Address book (2016). Client-side address book single page application. AngularJS, HTML, CSS (SASS)

ADDITIONAL EXPERIENCE AND AWARDS

- Published on freeCodeCamp
- Published on DEV.io
- **UI Community lead (Spring 2017):** Trained appx 10 developers, both front-end and back-end, to modern front-end technologies (JavaScript, Unit Testing). Presentations here and here.

Languages and Technologies

- Here is a list with of programming languages and technologies I have proficiency with,
 I have been playing with or I have at least touched in my past experience. Ordering is based on recent
- **Programming languages**: TypeScript, JavaScript/Node.js, HTML, CSS/SASS, Python, PHP, ActionScript 3.0/2.0, C#, Java/JSP/Java Servlets, VB .NET
- Frameworks: React.js, Vue.js, AngularJS, Redux, Moment.js, date-fns, Redux Thunk, Jest, Mocha, Chai, Aurelia, Flux, Saga, jQuery, MaterialUI, Jasmine, SinonJS, BackboneJS, Bootstrap, Foundation
- · Databases: MongoDB, MySQL, MSSQL, PL/SQL
- Misc: RESTful APIs, Git, Bitbucket, Subversion, npm, yarn, gulp, grunt, TravisCl, CircleCl, AWS